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SUPER PLAY

ISSUE 18

APRIL 1994

REVIEWED!

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RAINBOW BELL
ADVENTURES,
SOLDIERS
OF FORTUNE,
STANLEY CUP,
HUMANS
& LUFIA

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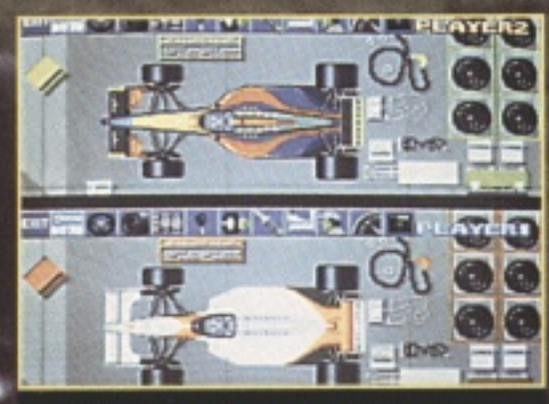

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INDEPENDENT SUPER NINTENDO MAGAZINE

Super Play

April 1994 Issue 18

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Super Play comes from the newly-formed Future Computing crew, including: *GamesMaster, Amiga Power, Totall!, Game Zone, Sega Power, MEGA, Sega Zone, Amiga Format, PC Format, ST Format, Edge* and *PC Gamer* (who won't be our neighbours soon).

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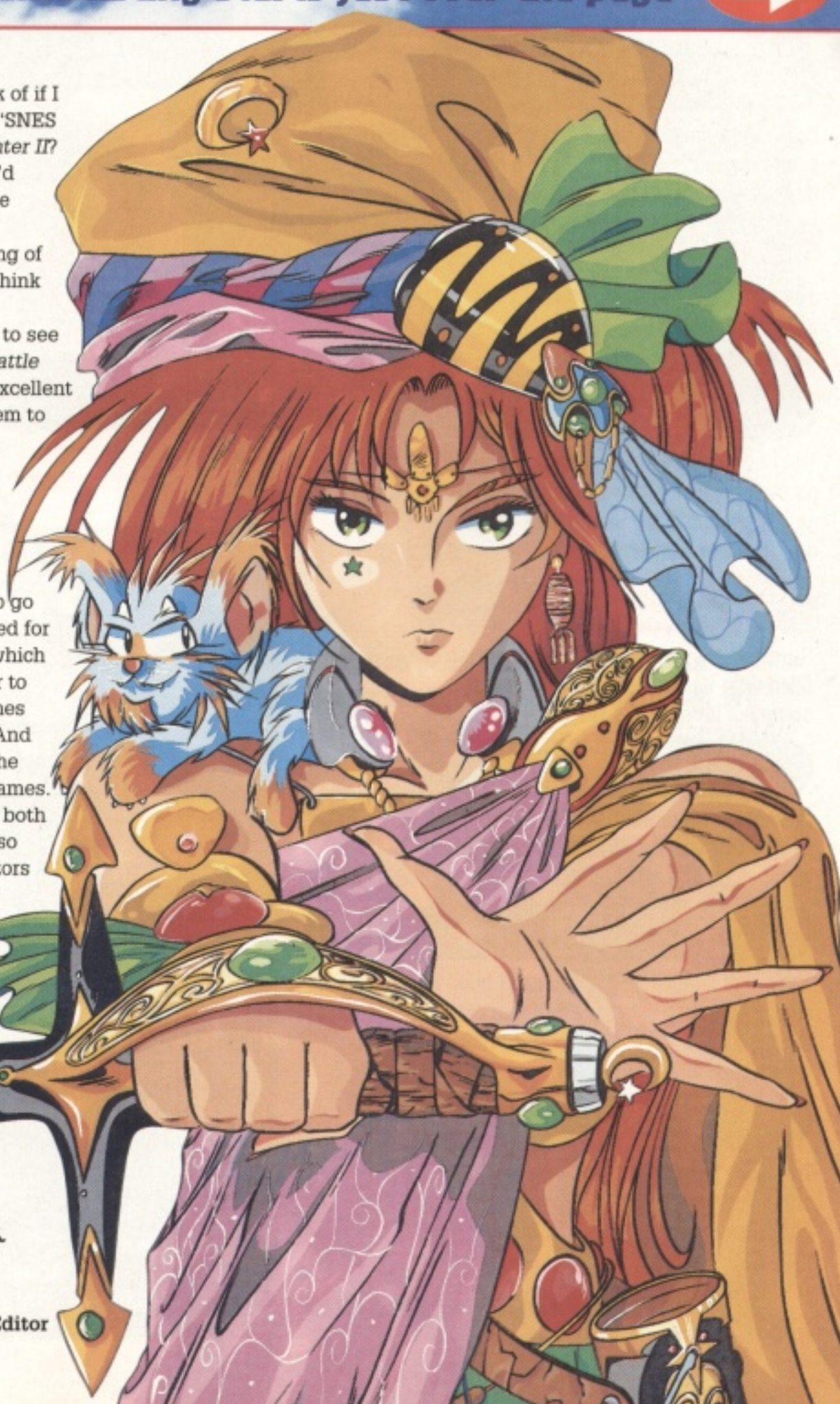
FROM THE BIG CHAIR

Our full contents listing starts just over the page



What would you think of if I mention the words 'SNES games'? *Street Fighter II*? *Super Mario Kart*? Maybe you'd think of *Zelda* or *Starwing*. The point is, people don't think of puzzle games. *Tetris* is the King of the Game Boy, but you don't think of it as a SNES classic.

That's why it's really nice to see *Super Puyo Puyo* and *Tetris Battle Gaiden* this month. Both are excellent games, with enough life in them to easily justify the asking price.

Perhaps these two might lead on to a whole spate of puzzlers, all created with simplicity, depth and astonishing gameplay.

If the CES was anything to go by, many companies have opted for quality rather than quantity, which is a far better approach. Better to release one or two decent games than bung out ten crap ones. And we're also starting to look at the idea of violence in Nintendo games. *Syndicate* and *Cannon Fodder* both contain a fair amount of gore, so we thought we'd ask the creators what *they* thought of the anti-violence fuss. Find out on page 30.

Enjoy *Super Play*!

James Leach

James Leach, Editor

INDEPENDENT SUPER NINTENDO MAGAZINE
SUPER PLAY

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Satisfy your primal hunger for raw SNES info by dipping into the stacked buffet of Super Express. Fill your plate with tasty morsels and crunch the nutty bits.

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Despite having two 'I's in his first name, Allan uncovers gaming secrets so deep even his enemies are concerned for him.

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Tell us what you think by writing it down and sending it to us. If you make us laugh to excess, you'll win a Shetland pony.

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The men from Nintendo attack common gaming problems like Domestos™ attacks germs. And doesn't Shaun look like Ken out of *Street Fighter II*?

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Surprisingly, people don't expect this to be filled with Vauxhalls and Mondeos. It sounds a little bit like What Car?, you see.

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Perfect for pretending you're living in the past! Wear gaiters and have your hair cut like Zy's for the full effect!

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Not a real supermarket. You can't buy eggs and Boursin™ there. But you can find bargains here not even your grandfather would believe possible.

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This page is impregnated with a gentle antiseptic baby-wipe. If you're troubled by nappy-rash, simply rub Next Month over the affected parts.

ABC: 50,504*
**Super Play*'s circulation – measured by the Audit Bureau of Circulation.*

SUPER PLAYER'S GUIDE

TEENAGE MUTANT NINJA TURTLES TOURNAMENT FIGHTERS 66

A surprise hit, was this game. And it's completely great. So find out from Allan Brett exactly how you do those weird, and sometimes highly effective, moves.

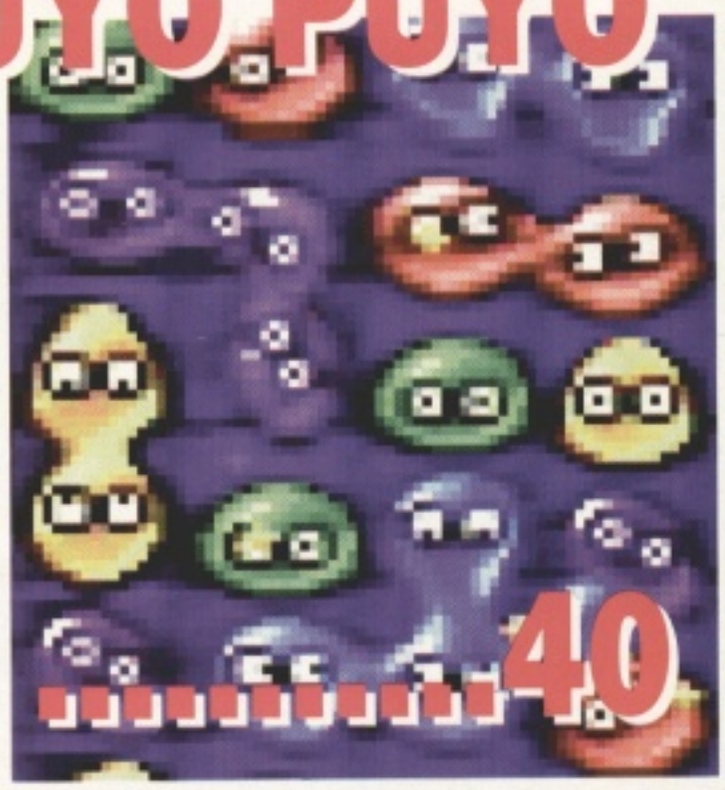
PLUS!

ANIME COMPETITION.....65

Find out all about *Catgirl: Nuku-Nuku* and win a load of anime goodies, including an original animation cel from the film!

UK & IMPORT GAME REVIEWS

SUPER PUYO PUYO



Addictive? That's a word that we in the *Super Play* tower use sparingly. But does it apply to this game? You'll know if you zip straight to page 40.

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SLOTS OF FUN....28

It's always nice to have a peep at the latest in state-of-the-art arcade hardware. So that's exactly what we've done. In great detail.

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Cannon Fodder and *Syndicate* are coming to the SNES. Both are violent games, so how will their creators deal with Nintendo's tough anti-gore policy?

.....44

We have seen the future and it is Steampunk. That's a lie, actually. We haven't see the future. Otherwise we'd have made millions on the gee-gees and we'd be living in Antigua.

TETRIS BATTLE GAIDEN

Tetris is great, right? So imagine it with magic and stuff too. Wouldn't that impress you? Well it impressed us. More than we'd care to admit in a public forum such as this, in fact.

.....54

LUFIA

RPGs are the very lifeblood of Japanese SNES gaming. So what happens when we get a transfusion in this country? Is it rhesus-negative? And do we get a cup of tea and a biccy after?

.....32

SUPER PLAY PROFILES

'I know. Let's go to Weston-Super-Mare!'

James Leach

It was as nice as: Spain, or somewhere foreign
Weston's great because: It stops Avon fraying where it meets the sea
Favourite moment: Waking up to find it hadn't been a dream
We got: Earache, and Zy got botulism
We're going back: As soon as I've saved up for some tickets

Sue Grant

It was as nice as: A very cold and windy day in Weston
Weston's great because: There are lots of cafes and fresh donut stalls
Favourite moment: Eating a toasted cheese sandwich
We got: Attractively windswept
We're going back: When I'm hungry

Zy Nicholson

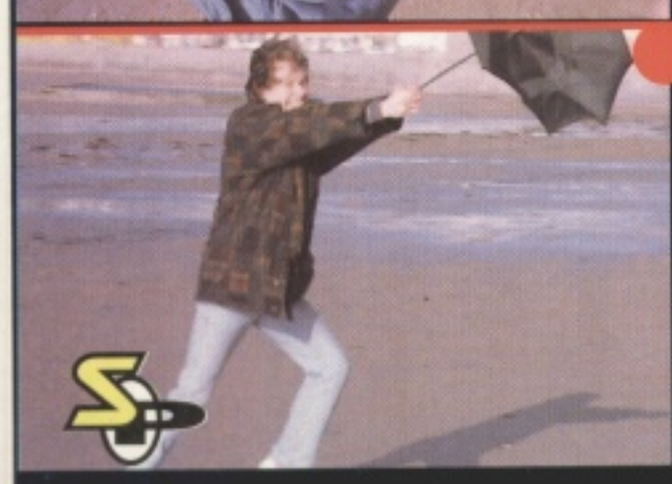
It was as nice as: Frigidia, the outer ice-world of System 7
Weston's great because: It occupies a trans-spatial node on the interstellar freightlane
Favourite moment: Spying a G14 star cruiser with the TransGalaxy™ lithium drive
We got: A lift to Burnham
We're going back: When I've got the cash for *Ridge Racer*

Tony Mott

It was as nice as: The elements would allow
Weston's great because: We went there on my first day at *Super Play*
Favourite moment: Believing every day at *Super Play* was like this
We got: A nasty rash
We're going back: When I've scrubbed all the tar off

Lisa Nicholls

It was as nice as: Bognor
Weston's great because: Of all the lovely dogs running about in the sand
Favourite moment: Playing *Virtua Racing*
We got: To drive on the Forest Circuit
We're going back: When I'm good enough to win



Wil Overton

It was as nice as: Dental surgery
Weston's great because: You can have Gundam robot fights on the beach
Favourite moment: Beating everyone at *Virtua Racing*
We got: A stick of rock each
We're going back: Over my dead body

SUPER

In Super Express this month: Are age ratings for video games a good thing?; previews of *Stunt Race FX*, *The Incredible Hulk* and *World Cup USA '94*; plus what's new from the Los Angeles CES and the Japanese ATEI.

ARE Y

The recently introduced rating system for all video games released in Europe has been welcomed by both the gaming industry and those sections of the general public concerned with the content of many games.

Devised by the Video Standards Council, the system uses four categories to classify games by age. Four ticks represent the age groups that the games are suitable for, with the theoretical potential for extreme games to actually be banned under the 1984 Video Recordings Act.

Owing to Nintendo's 'family computer' policy, it's unlikely that many SNES games will be carrying anything but ticks for all ages. But software publishers can decide for themselves what categories to put on their packaging, so there is the worry that they'll be too lenient with their products.

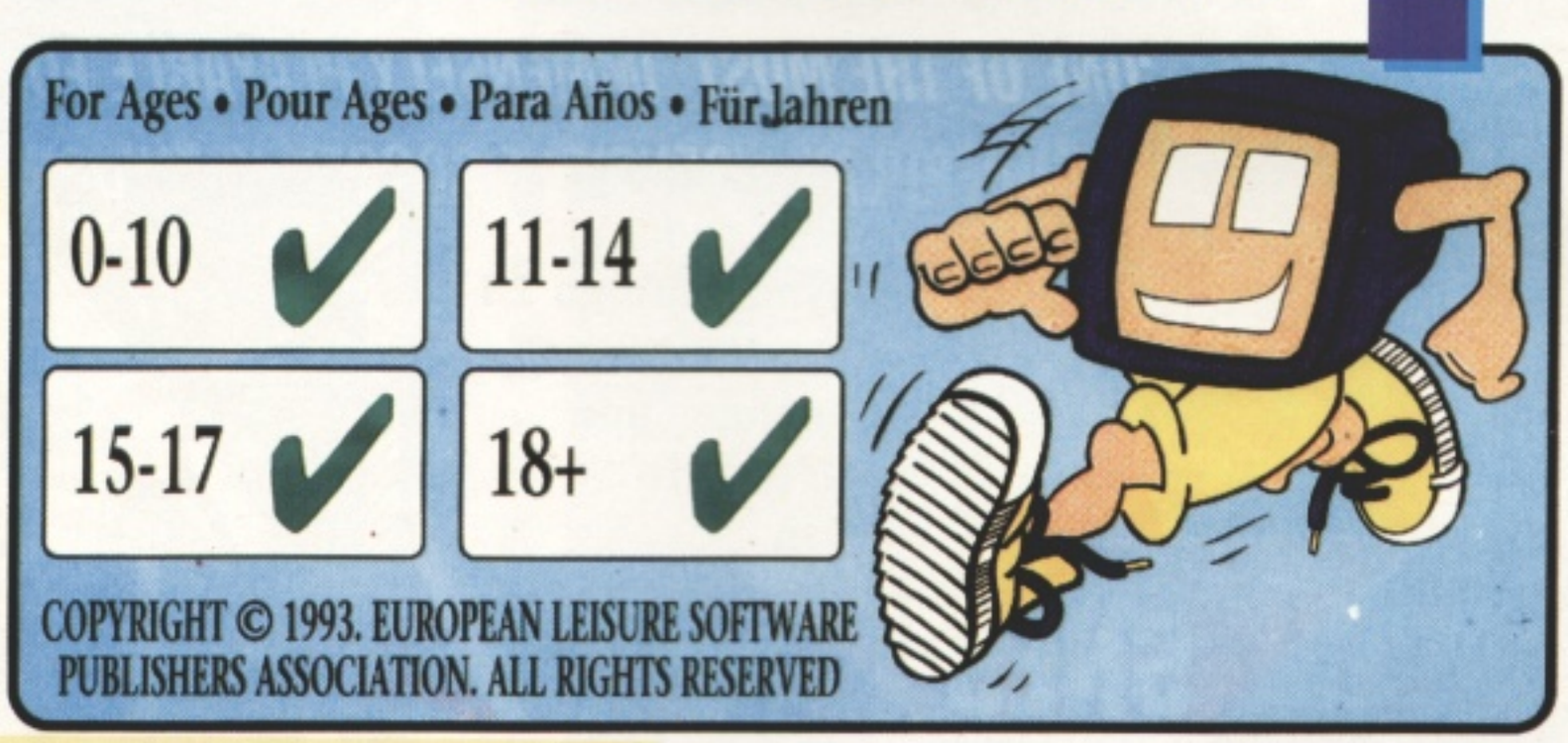
Other criticisms of the system include concern that it's too complicated; the film industry's method of placing U, 12, 15 and 18 is much simpler and very clear.

STUNT RACE FX

Left and above: Obviously, what we can't show you is the speed and smoothness of *Stunt Race FX*. But it'd be nice if we could, wouldn't it?

R EXPRESS

Y OU OLD ENOUGH?


For Ages • Pour Ages • Para Años • Für Jahren
0-10 ✔
11-14 ✔
15-17 ✔
18+ ✔
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Right: The rating system everybody's been waiting for? From now on ticks and crosses will indicate the category in which each software producer regards their game. But the question has to be asked, is this the correct image for today's video game industry? Wouldn't a hard manga RPG girl with a big dripping sword and a load of heads hanging off her belt be better? Perhaps not, actually.

Another potential problem is that the cheerful little monitor-faced chap with his Bash St Kids-type shorts who appears on the stickers, is rather out-of-place and looks old-fashioned in today's sophisticated interactive entertainment industry.

The launch of the classification system has been widely covered both in newspapers and on TV news programmes. It's come at a time when video games are being attacked from many quarters as being anti-social and promoting graphic violence. Indeed, the industry has set up this system to prevent the Government imposing its own, potentially much harsher, classifications.

It must be made clear that these classifications are just a guideline, they're not law. Video games will also carry a message on the packaging stating that they are exempt from legal classification.

Stunt Race FX has been hyped up to be the biggest game on the Super Nintendo since *Street Fighter II*. And the first pictures of the game do seem to indicate that it'll be something special when it arrives later on this year.

Argonaut Software are the company behind *Stunt Race FX*, so we thought it would make sense to talk to them about it. Neil Jackson is both the general projects manager and one of the tallest people at Argonaut;

'*Stunt Race FX* is very nearly finished. We took it to the Consumer Electronic Show in Las Vegas and listened very hard to what everybody who saw it said. Of course, it was nice that we got a lot of compliments, but many people made a lot of sound points about how it could be improved slightly.

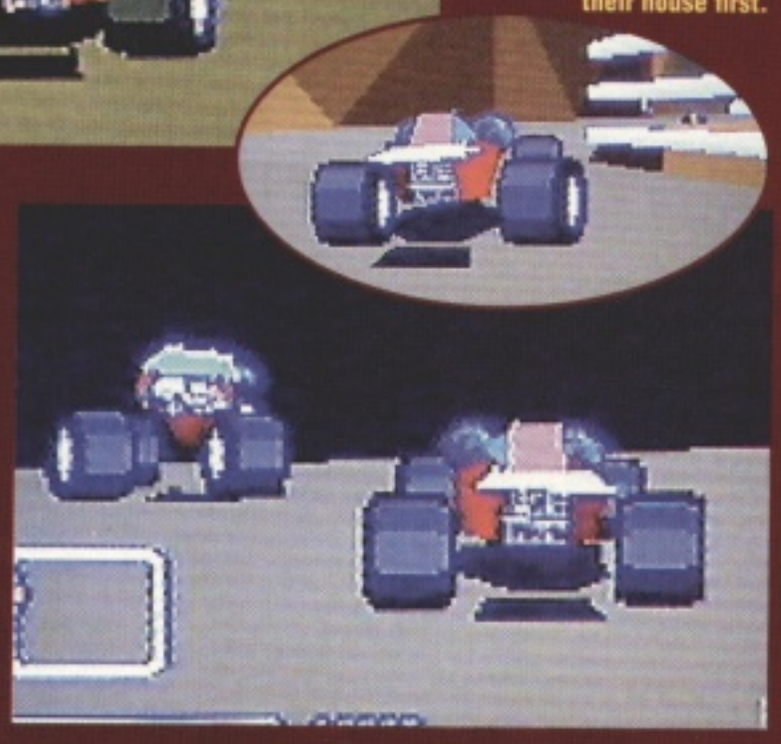
'That's why, at the moment, we're tuning and tweaking – it's really got to be perfect. It's like doing an oil-painting – how can you be sure that you have ever finished? There are always tinier and tinier little adjustments to be made.

'The other factor in this fine-tuning is Nintendo. They're great fans of the idea that you keep developing and developing a product, and when you think you've done enough, you develop some more. This is admirable, and Nintendo can afford to make every product the best, but for Argonaut, there never seems to be enough time.

'We're actually changing the car dynamics. How they perform and feel on the circuits. Everyone agreed that they needed a fresh look, so that's now taken care of. We've changed aspects of the track layouts, too. They're now better than ever. And finally, there's the old favourite – making sure it runs as fast as we want. This is where our chum the Super FX chip did his valuable work.

'We estimate that *Stunt Race FX* will be finished at the end of March, but don't quote me on that.' Too late, Neil. We have.

Left: Perhaps it's best that we just show you pictures and explain how fast or smoothly the game runs. That way you get a nice surprise when you get the first view of the thing in a shop or at the FES or wherever. Possibly a friend might buy it and you'll see the game at their house first.



Right: The race hots up. It really is a shame that we can't show you the race as it is. Perhaps if we gave a video away or something it would be a good idea. Or if we printed pictures on each page so that when you flicked through the mag, the cars appeared to move. Yes, that'll do.

The Professional

G O L G O 13

Nationality.....Unknown
Age.....Unknown
Name.....Unknown
CODENAME...GOLGO 13

The American security forces have successfully crushed Golgos 1-12, but can they stop the elusive number 13? Shrouded in mystery and anonymity, Golgo 13 is indestructible to his enemies and irresistible to women.
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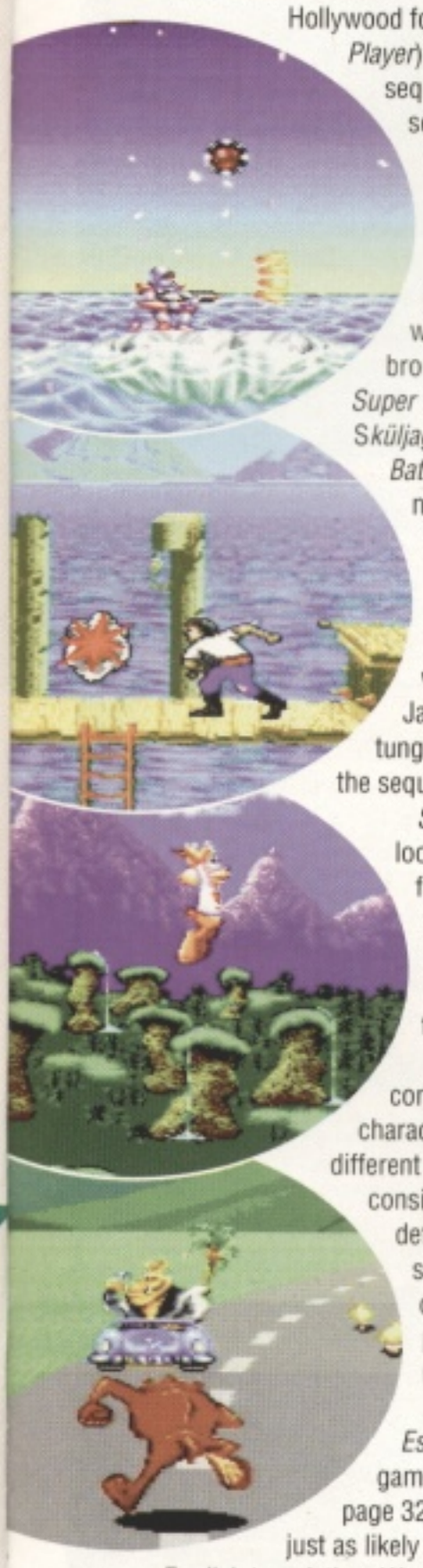
LAST AMONG SEQUELS

Here We Go Again

Deserted by the muse? Suffering a creative block when it comes to new game design? Can't afford a popular film or cartoon license? Then why not stick to that tried and tested Hollywood formula (cf Robert Altman's *The Player*) of recycling the old ones? Yes, it's sequels time on the SNES. We've already seen the release of *Actraiser 2* and *Ganbare Goemon 2* (*Legend Of The Mystical Ninja 2*), but numerous follow-ups to other successful games are currently in development, some of them more welcome than others. Last month we brought you news of *Mortal Kombat II*, *Super Bomberman 2* (hurrah!) and *Küljagger 2*, and reviews of *Super Battletank 2* and *Fatal Fury 2* will appear next issue. The cloning process doesn't stop there, however.



Most welcome of the bunch is *Kikikaikai* (*Pocky & Rocky*) *2* from Natsume, whose first incarnation won us over with its deliciously Japanese graphics. Criticisms of its tungsten carbide toughness may result in the sequel turning out a bit easier, though.

Super Turrican 2 from Seika is also looking like a thoroughbred winner, featuring new vehicles and weapon power-ups: we're unsure how many of the original developers are involved, however. Expect this one to go multi-format too.

Clayfighter 2 from Interplay will contain just two of the original characters, with a choice of up to ten different fighters currently under consideration. Whilst its predecessor was definitely a *SFII* parody, this 16 Mbit sequel is going to have hidden opponents and comic 'fatalities': no prizes for guessing who's being ribbed this time.

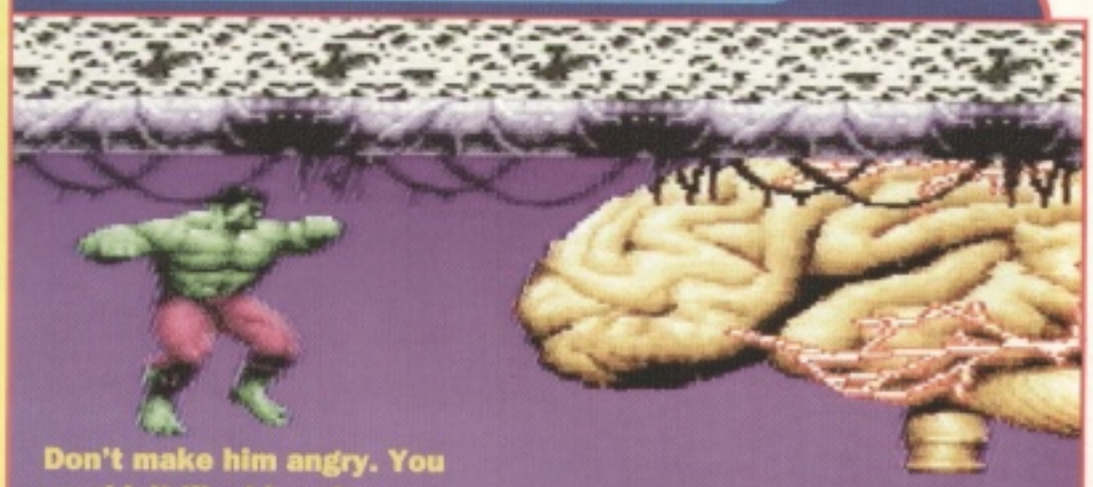
Bubbling along in the pipeline is *Estopolis* (*Lufia*) *2*, a sequel to the game we review on page 32, which is just as likely to get an English translation. We can also expect *Taz-Mania 2* from Marubeni before mid-year, not to mention *Bubsy 2* from Accolade and *World Heroes 2* from Takara. All in all, the line-up for '94 is looking suspiciously like last year's. With a '2' stuck on the end. Whatever happened to the creativity and originality of the early days? Eh? Eh?

Above: Yes, these are all screenshots taken from the original games. Few of them are likely to have changed drastically when the sequels appear. You see, we're making a simple, albeit cheap, point.

US GOLD BIG GREEN THINGS

One is the Hulk, the other is a series of football pitches

The Incredible Hulk



Don't make him angry. You wouldn't like him when he's angry...

'Hulk Smash!' Stan Lee's jolly green psycho-giant first appeared in 1962, and has proved to be one of Marvel comics' most famous and enduring characters. Regrettably, that's pretty much thanks to the sloppy and slightly sentimental Universal TV series of the 1970s: older viewers will recall that, in every episode, wandering Bill Bixby would befriend a troubled divorcee before getting soundly beaten about the head by three rednecks. At which point he would turn into an Italian bodybuilder covered in vegetable dye, ripping his clothes in the process.

Most fortunately, US Gold's 16 Mbit cart returns to the comic books for its inspiration. The graphics have attempted to capture Jack Kirby's original artwork, and the plotline pits the Hulk against a supervillain called, rather unimaginatively, The Leader. In this combination of platform game and beat-'em-up, players take the role of Dr Bruce Banner, nuclear physicist, who undergoes a metabolic change when he's accidentally subjected to gamma radiation. In game terms, the Jekyll & Hyde transformation is dependent on an energy bar. A release date is planned for June, so expect a review shortly before then.

Lou Ferrigno never appeared on TV again, did he?

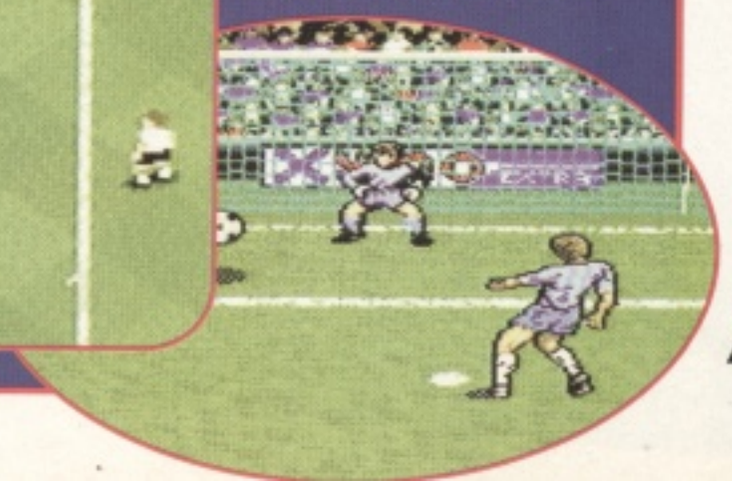
World Cup USA '94

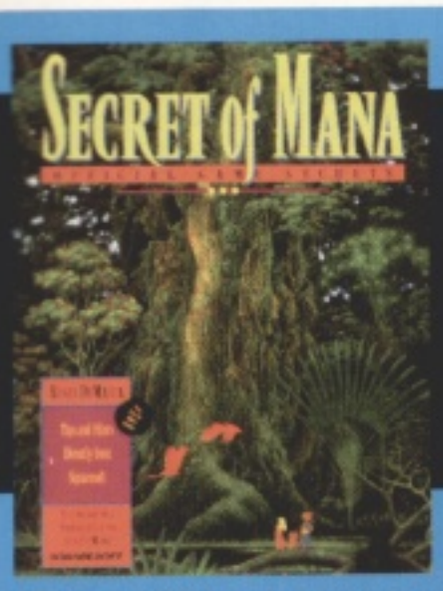
Football has always occupied a semi-religious status for the British people. Now, as Jonathan Davies astutely observed back in issue 13, both the American hosts and the J-League fanatic Japanese have been gripped by World Cup fever. As a result we're seeing more football games in development than ever before, with US Gold's offering carrying an official license that ties it in closely with the 1994 FIFA event.

This one- or two-player affair gives a choice of 24 teams, and includes battery back-up to help you play through the entire tournament. The options allow you to customise the weather conditions, the type of pitch and the speed of the players. You can also decide whether or not to abide by the offside rule, and the game has adopted the 'sticky ball' concept for those who want to run rings around their opponent. The ultimate test of any footy game is in the ease with which you control the action on the pitch, so we'll give you a full review in a month or so.

The final on 17 July is expected to draw a global TV audience of 2 billion people – a cultural event that must confirm every fan's belief in soccer as the true faith, capable of achieving world peace and harmony. Wonder if there's anything on the other side...

We'll be following Alan Partridge's incisive commentary on this one.





BOOKS

Secret Of Mana: Official Game Secrets

Rusel DeMaria
Prima Publishing
pp168, £14.99 (plus £1.50 p&p)
ISBN 1-55958-465-3

Secret Of Mana has proved very popular since we recommended it (*SP*15: 94%), and we've had many requests for a Super Player's guide. (*Watch out for something a bit special on this front – Ed.*) If you're unfortunate enough to be stuck on the game right now, you might have studied your little US cartridge manual and envied the Yanks for having a 24-hour helpline. You might even have checked on the next PanAm flight (*They've gone bust – Ed.*) upon reading of Square's own comprehensive tips manual.

And they don't come any more comprehensive than this. Weighing in at a hefty 168 pages, this official guide explains exactly how Square expects players to work through their sumptuous adventure. Every scene is clearly depicted with maps, hints and in-game graphics, mostly reproduced in black and white (although 16 pages are glossy colour). You'll also get a complete list of all the monster statistics – their attacks, their weaknesses, their hit points – and a strategy guide to spells and weapons in combat. Being an official product, it naturally glosses over some of the bugs and cheats for the game (see Mode 7 this month for the sort of thing you won't find).

The guide takes a narrative approach, fictionalising the gameplay into a little story which also tells you the best way to approach each section:
'... magic was the key to defeating this creature. The sprite used Thunderbolt magic and kept casting as quickly as it could. Eventually the Vampire was defeated, but Thanatos and Dyluck were gone...'

Not the most outstanding prose ever written, you'll have to agree, and it features some of those jarring Americanisms that marred the game's translation. It does work as a guide, however, having a simplicity and clarity that's effortless to read, despite the plodding attention to detail. In any case, every paragraph is accompanied by several screenshots that will leave you in absolutely no doubt about what to do next. However, that may be a problem if you don't want everything given away.

So on the one hand, it's a slick production that will appeal to RPG fetishists like myself. On the other, it's a rather pricey volume of limited appeal that could have used more colour and more Japanese artwork. The bottom line is that if you're an RPG novice who's having fun with *Mana*, or if you really want to know the game inside out, you might well consider getting hold of this book.

You won't need to jet across the Atlantic to do so, either. Zap Computer Games has imported a number of volumes from across the Pond, so get in touch with them on (0532) 590077 to order your copy.

● Zy Nicholson

FANHUNTER

You'll find no finer fanzines

By Zy Nicholson

We're paddling across the Atlantic again, where the fanzine crop is looking mighty healthy. Perhaps it's because the freedom of speech is firmly enshrined in the American constitution. Perhaps it's because they offer a counterpoint to the likes of *Electronic Gaming Monthly*. Whatever the reason, just turn your head towards Michigan and you'll see more zines than mosquitoes.

In Between The Lines comes from Sean Pettibone, a refreshingly outspoken sort of chap who also gives free rein to his columnists. Despite a review-heavy first issue, *IBTL* has expanded its material and is really shaping up as a first-class fanzine. Issue 3 does what zines do best – chat, humour, artwork, reviews, a bit of news, a letter column and some honest views about the state of the games industry. And we mean honest – after all, fanzines like *IBTL* are in a position to voice opinions in areas far too sensitive for the pro mags. Items include a brief but welcome outburst from the infamous, inimitable Jess Ragan – an American contributor and editor who makes the Tazmanian Devil look positively lethargic. If only Britfandom had an equal. To get hold of a copy of *IBTL* over here, we suggest you get in touch with Sean first at 2406 Red Maple Court, Troy, Michigan, MI 48098, USA. He's particularly interested in receiving letters, comments, creme eggs and, er, Leonard Nimoy albums (*??? – Ed.*). And good heavens, with a bit of technological wizardry you can even fax the fellow on (010-1) 313-649-3622. Nothing stopping you really, is there?

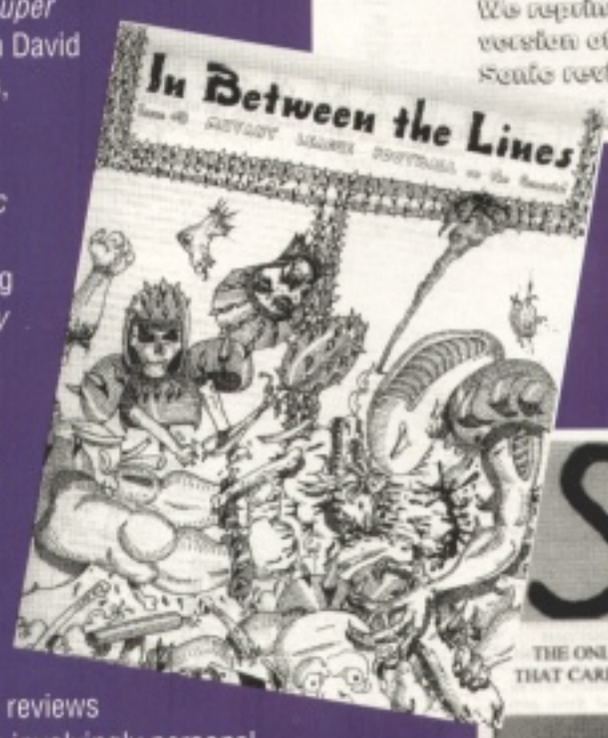
We're always interested in receiving zines from other nations, so if you edit a fanzine and happen to be reading this copy of *Super Play* overseas, then please send us your issue and we'll gladly cover it, bringing you to the attention of thousands.

Nearer to home we find a neatly-produced little affair entitled *Smart Super*. I naturally assumed it to be some tribute to Jim Bowen, but writers David Bruton and Daniel Ball assure me that it is supposed to be called *Super Smart*. Look at the cover and judge for yourself, I reckon. Issue 1 is looking a little thin, especially for 75p plus 50p postage, but it has the potential to improve greatly. At the moment the issue is dominated by a *Secret Of Mana* review, charts, and a bit of techy stuff from *Edge*, so what they really need now are your letters, opinions, articles and news. As I said in *SP*15, fanzines can do much better than copy the pro mags. To see an issue of *Super Smart* you should get in touch with David Bruton at 2 Weston Court Cottages, Weston Pembridge, Leominster, Hereford HR6 9JE.

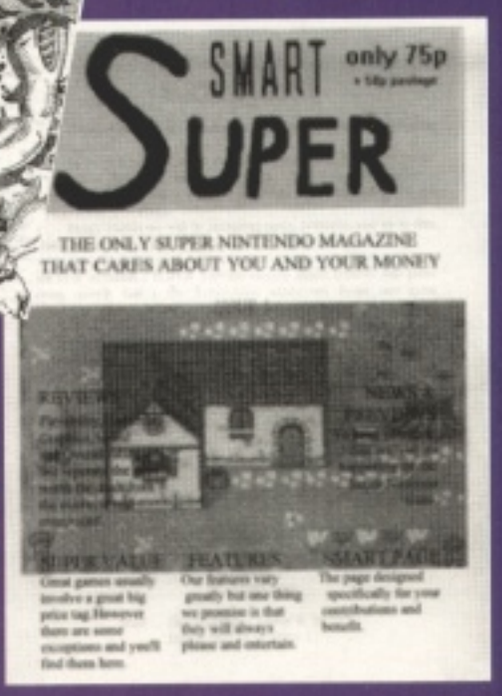
We're a bit unsure if *Electronic Entertainment* is still going, as it became separated from its covering letter upon arrival at the *Super Play* dungeon. The moral here is that if you produce your own zine and neglect to put your address inside it, then you shouldn't expect much of a response... That regrettable lapse aside, *EE* is a well-designed and competently-scribed mag whose creators seem to have all the right influences (Orb, Bitmaps, Speccy nostalgia). It's all reviews again, unfortunately, but there's an involvingly personal feel generated by the insults that John Pilbeam, Grahame Mulliss, Glyn Halgarth and Simon Patrick trade freely with each other. Bodes well. Contact EE Publications at 15 Pear Tree Road, Frampton, Boston, Lincs PE20 1DD.

Lastly, Fanhunter extends its most humble apologies to Nathan White of *CAC Guide* for getting the price of his fanzine wrong in our last issue. It's actually a lot steeper than we believed...

ELECTRONIC entertainment
ZOOL
NINJA OF THE "NTH" DIMENSION
Best platform game on the Archimedes?
STREET FIGHTER II
Overpriced and average or the ultimate beat 'em up?
TOP RANKING TENNIS
Tennis on the Gameboy
SUPER MONACO 2
Formula One action
SONIC REVISITED
We reprint a revised version of our 1991 Sonic review



IBTL also boasts a huge list of addresses for other US mags. Cover art is by Pat Reynolds, whose own *Fantazine* appeared in the last Fanhunter.



Smart, super, smashing, great. And they've copied my *Secret Of Mana* montage for the cover.

GETAWAY WITH GATEWAY

Nintendo have issued a press release confirming the success of their travelling Gateway System. As featured in various issues of *Super Play* last year, the system is basically a Super Nintendo designed for use in airplanes, ships and hotels.

The machine was introduced in August 1993, and now Nintendo commands 90 per cent of the total interactive multimedia market for the airline industry. PC-based systems make up the other 10 per cent. In fact, 120 planes are due to be fitted for the world's major carriers in 1994.

Not to be outdone, the hotel industry estimate that 150,000 rooms across the States will have the system fitted by the end of 1994.

GOING TO JAPAN

Spectra Video, the large UK joystick and peripheral manufacturer, has signed a major distribution deal with Nissho Iwai of Japan. For the first time, large numbers of European computers and consoles will soon be on sale in Japan.

Nissho Iwai is an impressively large trading group which specialises in representing foreign companies in Japan. The corporation already handles the Japanese interests of the BBC, Boeing, GEC and Mercedes Benz.

Spectra Video's Logic 3 range of computer and console add-ons will be handled exclusively by Nissho Iwai, based in Tokyo's famous, er, city centre district. In a statement, Spectra Video said 'Logic 3 has been developed as an international brand, and our deal with Nissho will ensure substantial penetration of our products into the Japanese market-place, traditionally one of the hardest markets to crack. It also compliments our already successful activities with Logic 3 Australia and increases our presence in the important Pacific-rim region.'

This is, as far as we know, the first time a UK peripheral company has set up a deal which involves exporting Nintendo-compatible goods to Japan. Such increased trading can only be good for the market.

By the way, we think they meant to say 'complements' – unless Spectra Video have decided to be very nice to their Australian operation, that is.

PREDICTABLY, IT'S... THE SUPER QUIZ!

According to top European Defence Ministry officials, NATO have diverted a large percentage of their quick-reaction forces to solving the *Super Play* Super Quiz. A contingent of Dutch, Canadian and British troops, some with tanks armed with heavy machine-guns, have been dispatched to Monmouth Street, Bath, to discover the answers. Whether or not they're successful depends on their quick-reaction airborne ability to turn to page 98.

EASY

1) Name the two girls in *Mortal Kombat II*.
2) How many fighters can you now play?
3) Who is responsible for producing the *Rumik World* series?

MEDIUM

1) In *Super Adventure Island*, what's the name of the character you play?
2) What's *Legend Of The Mystical Ninja* called in Japan?
3) What is the name of the guns used with *Lethal Enforcers*?

HARD

1) Where exactly would you find Puritsu and Rinarii?
2) Who's the hardest monster in *King Of The Monsters*?
3) What's the connection between the Pink Panther films and the classic Ealing comedy *The Ladykillers*? (*Never heard of it? Then ask your parents! – Ed.*)

Once again, a fiendish crop of questions to stymie the most brainy of military minds in Europe and North America.

THE PROFESSIONAL GOLGO 13

You can't beat a bloke with a gun. That's what my grandad said...

● Cert 18 ● 93 mins ● £12.99

He's certainly no amateur. Nor is he a part-timer, or an enthusiast. He's...

First things first. 93 minutes is just as long as a 'proper' film, so you are certainly getting value for your money with *The Professional Golgo 13*.

The best way to describe Golgo 13 is that he's a grown-up Crying Freeman. He's a hitman assassin-type fellow too, you see. Only he's harder than Freeman any day of the week. Watching this film, we debated the relative hardness of manga characters. And top, even above the Overfiend, came Golgo 13. He never blubs, he never even smiles in fact. He just shoots and punches folk (usually in that order).

Golgo 13 (the other 12 were killed by the world's security forces) is being hunted by the world's richest man, whose son he has killed as part of a contract. Teams of army folk, police and SAS are sent after him, but when Golgo 13's hardest overcomes them all, the wealthy chap starts looking for the ultimate warriors to get him. The film kicks into a different gear at this point, with such improbable acts of violence that you'll be laughing even as you're grossed out.

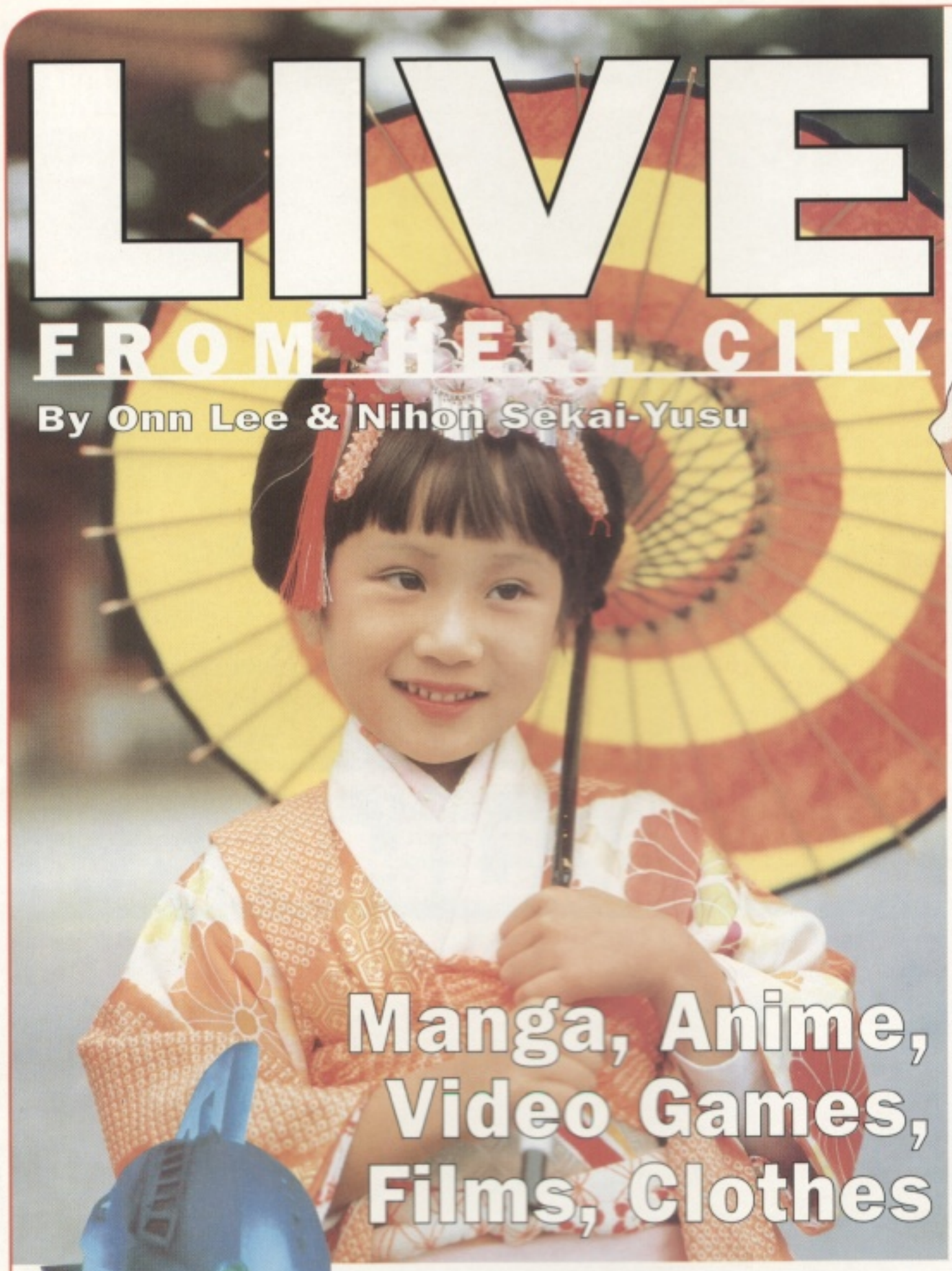
Unintentional humour is provided by the excesses of the plot; bishops start taking out contracts on their flock and the CIA, the FBI and the Pentagon bashfully admit they're not good enough to kill Golgo 13.

A refreshing lack of magic, weird demons and lights streaming out of people's eyes, makes *The Professional Golgo 13* an effective story. It carries an 18 certificate, however, and does contain distasteful scenes of explicit head-mashing and so on. Golgo 13 as we said, is the hardest person we've ever seen.

MORE MANGA

LIVE FROM REAL CITY

By Onn Lee & Nihon Sekai-Yusu



Manga, Anime, Video Games, Films, Clothes

The latest, if not the greatest, coin-ops are here. Plus! Why the Japanese aren't all pleased by the West's love of anime and manga books, games and films.

As anime has become a big and important business in the UK during the past year, thanks mostly to the Manga Video label, we're getting to see more and more of what's being produced in Japan. The Japanese weren't slow to pick up on this new-found craze over here, and because until now most of the cultural traffic has been flowing from the West towards them, they're pleased at the interest the UK (and the US) are showing in their art-forms.

Interestingly, many high-brow Japanese confess to feeling slightly ashamed that the West's view of their country has been formed by cartoons. Anime and manga aren't seen as cult phenomenon in Japan, and although a vast number of Japanese people read such magazines and watch the films, they're just popular rather than special. In fact, the more reserved Japanese visitors to the UK often comment, upon returning home, that they felt quite embarrassed about the fuss which was being made of anime and manga. Manga, after all, means 'irresponsible pictures.'

Anyway, that's enough Japanese psyche-searching. There are certainly an increasing number of video games featuring manga characters. Banpresto has recently released a coin-op based on the popular cartoon series *Dragon Ball Z*, and from the limited showings we've seen, it certainly looks brilliant. The action is the usual *Street Fighter II* fighting theme, although it's very much like the SNES title as you can fight in the air too. But what makes this game stand out are the characters – they are animated brilliantly. Hopefully, this coin-op will make it over to Britain, to be enjoyed by the growing number of UK-based *Dragon Ball Z* fans.

That self-styled king of the monsters, Godzilla, will also be making an appearance in his very own coin-op too. It's another one-on-one beat-'em-up, although the game will probably play more like *Ultraman*, which, incidentally, was extremely popular in Japan. It just goes to

Above: *Dragon Ball Z* springs into action on the coin-op and is currently the talk of Tokyo. Well, certain districts of Tokyo, anyway. Below left: *Ultraman*. Or, to be more precise, one of the Ultramen. This one is probably Taro. At any rate, he's definitely one of the Ultrabrothers.

Some of the cast of *Y's* in suitably heroic poses. The hero's name is Adol (that's him near left). Incidentally, *Y's* is pronounced 'ease', not 'wise'. Below: The most coveted leisurewear in the Orient. The T-shirts you can't buy, the T-shirts you have to earn; only the winners of the *SFII* Championship are able to don them.

show the gulf between the Japanese games-buying public and the British gamers; *Ultraman* really didn't do at all well here.

We have already seen a number of video games turn into anime films. *Y's* is a prime example – but the latest to do so is *Fatal Fury 1* and *2*. The anime is strongly based on the characters from the video games. The plot has been sufficiently changed to bear little resemblance to the games, though. If you have a NTSC playable video recorder, you can buy the tape or laser disk now from importers and specialist retailers.

The most sought after video games merchandise in Japan are items of clothing bearing the game's or company's logo... These are usually T-shirts, baseball hats and jackets. Just about every company has their own range of fashion accessories. Prizes for the best, or most shameless merchandise must go to Konami, Irem, Seta, Sega and Nintendo themselves. As just about every game release has it's own T-shirt equivalent, it's getting to the stage where you can almost tell how successful a game or company is by the T-shirts you see in the Tokyo streets. However, the T-shirts that everyone would give their right arm for are Capcom's special edition *Street Fighter II* Championship ones. These are made much more special because they are only available to winning competitors of the various *SFII* competitions, held each year at Kokugikan.

Slightly less coveted, these T-shirts are still immensely popular in Japan.

FANTASY QUEST

by Onn Lee & Nihon Sekai-Yusu

Enix go for action in a big way; Quest fights with ogres in 3D; Yanoman battles it out in intermissions; while Nintendo blitzes the more traditional market.

GAIA GENSOUKI

Quintet/Enix •16 Mbit • Out now

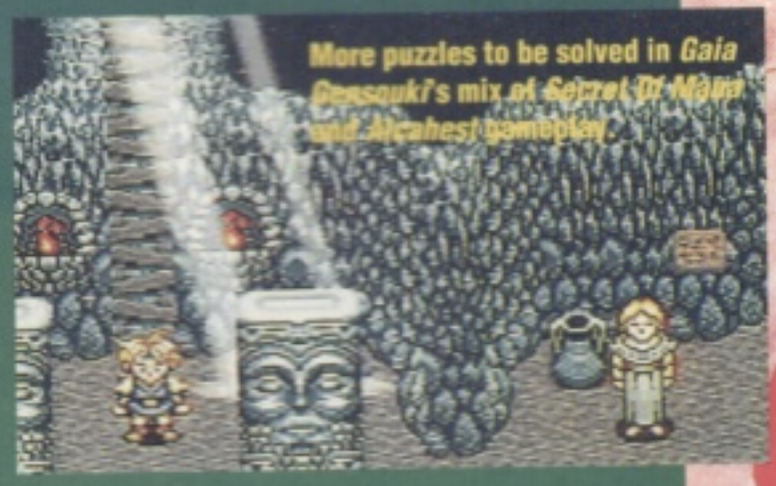
The best role playing game available to us in the West at the moment has to be Square Soft's incredible *Secret Of Mana*. But once you've completed that, we suggest you think about saving up for *Gaia Gensouki* from the makers of the *Dragon Quest* series – Enix, which is now available in Japan. Strangely enough, Enix have chosen this game for a Western translation (it should be available in the US sometime in the Summer), rather than the mighty *Dragon Quest V*, but this is probably due to the gaining popularity of the action RPG (as exemplified by *Mana* and *Zelda*) and Enix's desire not to get left behind in the action stakes. In Japan, the March release of Square's massive 24 meg *Final Fantasy VI* (see last ish) has rather taken the steam out of Enix's own next blockbuster, the imaginatively titled *Dragon Quest VI*.

Above: Tam comes up against what looks like an undead soldier from China's terracotta army.

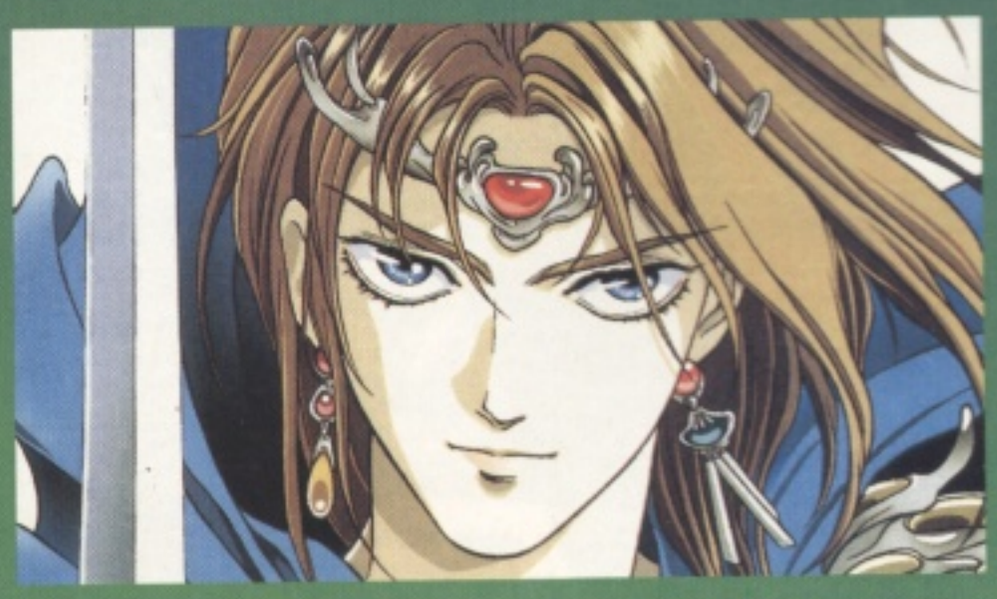
Gorgeous artwork and a small pink pig all add to *Gaia Gensouki*'s appeal.

But back to *Gaia*. You control a boy called Tem who sets out in search of his missing father and a mysterious crystal ring. Of course, things are not easy, as you have to fight lizardmen, and all manner of strange creatures and monsters. You also have to solve puzzles, and perform certain tasks for people. We've had a quick go on the Japanese version and can say that this is one great game, although the Japanese text was a bit awkward to get around.

And if that's not enough for you, never one's to let the grass grow under their feet, Enix have just released another action RPG called *Brain Lord*, with wonderful accompaning artwork by Sachiko Kamimura, the artist responsible for the character designs in the recent Manga Video release *The Heroic Legend Of Arislan* (*Arslan* in Japan). Hopefully, we'll have more details on *Gaia Gensouki* next month.



More puzzles to be solved in *Gaia Gensouki*'s mix of *Secret Of Mana* and *Alcahest* gameplay.



Left and right: *Brain Lord*'s hero Remiiru is straight out of the Arslan mould. Which isn't surprising, as they were designed by the same artist.

FEDA: THE EMBLEM OF JUSTICE

Yanoman • 20 Mbit • July/August

Still on the subject of strategy RPGs, and *Shining Force*, Yanoman are to release a similar game to Sega's sometime around July/August, called *FEDA: The Emblem Of Justice*. With the familiar overhead map view, *FEDA*'s main claim to fame seems to be the animated fight sequences which have been featured heavily in recent Japanese magazine previews. One to look out for.

The functional graphics of the map view take a back seat to what Yanoman hope will give *FEDA* its appeal – the animated fight sequences.

FIRE EMBLEM

Nintendo • 24 Mbit + BB • Out now

As mentioned in *Super Play* 16, *Fire Emblem* from Nintendo is a huge RPG, although like Quest's *Ogre Battle* and Sega's *Shining Force*, it's more of a strategy wargame with RPG elements thrown in.

The game's setting is the usual RPG theme, with the army of darkness invading and taking over your land, and it's up to your small band of heroes to wipe them out to restore peace. As with most wargames, each side takes turns to move their army around

Is the West ready for *Fire Emblem*?

the map and attack the enemy. However, *Fire Emblem* seems much more complex than, say, Sega's *Shining Force*. But, as with standard RPGs, you can swap weapons between players, purchase weapons and other items from shops, ride horses or go on foot and much more.

So is this another winning game from Nintendo? Well, after a couple of hours play, we can't say it's another *Zelda*, indeed it's not meant to be. The game is certainly worth playing if you love strategy wargames, and at 24 meg it's not going to be over in a weekend, but *Secret Of Mana* action fans would probably find it rather boring after a while. One thing it does lack is presentation. In *Ogre Battle*, the fight sequences are shown with brilliant, detailed isometric animation, and *Shining Force* has some great cartoon (or should that be anime) graphics. *Fire Emblem*, on the other hand, seems to be rather basic with no real special effects. What it does have however is what the Japanese games players really go for, namely a large cast of characters and a huge and intricate plot, which the player can really lose themselves in. It remains to be seen whether Nintendo think Western game players are ready for *Fire Emblem* – ie if it gets a translated release.

OGRE BATTLE 2

Quest

Quest are currently putting together the sequel to *Ogre Battle* and it's looking even better than the original game. Major changes include controlling a small band of fighters instead of a full army of troops, and in place of a boring old map to walk around, the play area is viewed in a brilliant isometric perspective which puts *Equinox* to shame. Here, you get rain pouring down in the swamps, snow falling in the mountains, and nice touches like light streaming through windows when you're inside buildings. As with the original, the game really shines when the enemies confront each other, as all the attacks have been given more polish. At the time of going to press, *Ogre Battle 2* hasn't been given a release date, but then again, what has happened to the original game's English translation?

***Ogre Battle 2* gets the full isometric treatment, but as there's no sign of a Western version of the first game yet, it seems unlikely that we'll be seeing this one for a while.**

ESTPOLIS II

Taito • 16 Mbit

Hurrah! Another company wakes up to the increasing popularity of RPGs in the West as the English version of the first *Estpolis* game – *Lufia*, gets a US release (there's a review on page 32 if you don't believe us). It'll be interesting to see how long it takes them to get around to an English language version of the follow-up – *Estpolis II*. The game engine seems to have stayed pretty much the same here, with the familiar sight of cute super-deformed characters roaming around an overhead-view scrolling map, which switches to a close-up view when battle commences. At 16 Mbit, this isn't as large as many of the new RPGs coming out now, but as we all know, size isn't everything and it'll be endearing characters and a good plot that will make *Estpolis II* a success.

If you enjoyed *Lufia*, then you'll like *Estpolis II*, as apart from a slight improvement in the graphics, not much has changed.

SUPER PLAY'S HOT LIST

Look at the shape of clouds. Don't they resemble characters from SNES games? Look, just try *concentrating*.

JAMES

'Instead of having a holiday, I thought I'd play *Mario Is Missing*. Apparently, you travel around the world looking for the big M. But I got bored and committed some evil crimes. I was taken into care and went round the globe having a great time at the taxpayer's expense. All's well that ends well, eh readers?'

SUE

'You're not going to believe this, but I've been playing *Klax* on the Amstrad CPC. It might not have the astonishing graphics of *R-Type II*, or the incredible multi-player excitement of *Super Bomberman*, and it certainly hasn't got the brain-twistery of *Equinox* or *Secret Of Mana*, but it's good fun and I like it.'

ZY

'I went back in time, back into the primeval soup, before the world condensed, to play *F-Zero*. But I couldn't find a plug. So I went forward a few million years and ended up at the Battle of Marston Moor in 1644. I beat Cromwell, became the Parliamentary forces leader and changed history.'

TONY

'I had to choose *NBA Jam* for this. What a game. And what an example of four-player fun. And it gets even better when you learn the special moves of each of the players. Yes, *NBA Jam*'s had a weird effect on me. I've grown to over seven feet, acquired a shiny head and have earned in excess of $4 million just by endorsing Reeboks.'

LISA

'I wanted to see what all the fuss was about, so I had a go on *Mega Man X*. My favourite bit was when he got into the exo-skeleton. It reminded me of Wallace in *The Wrong Trousers*. And one of the electric bat-things looked a bit like Gromit. From a certain angle. (*No it didn't – Everyone else.*)'

WIL

'*Legend Of The Mystical Ninja 2* is my choice. I especially like the *Xexex* arcade game section. It's like *Gradius*, but somehow tangibly different. Still, they're just so wacky, those Japanese, aren't they? I mean, isn't *Sticky Ninja 2* the wackiest game you've ever seen? It's just chock full of wack.'

(I'd prefer a decent beat-'em-up – Sue.)

LOVE GAMES ON THE HORIZON?

Hot on the heels of the debate about violence in video games comes a brand new initiative. American giant Microsoft have got together with Sega to produce interactive games promoting love and soap operas.

The games will run on the new Sega Saturn system, and will be marketed to appeal to teenage girls. Nick Alexander, boss of Sega Europe said: 'Girls, particularly post-pubescent girls, are more interested in relationships and emotions than shooting and action.'

So far, Nintendo have steered clear of much of the criticism in the violence debate, owing to their 'no-gore' regulations. Commenting on Sega's planned targeting of teenage girls, Jayne Shipperley, consumer services manager of Nintendo UK, told *Super Play* that: 'Nintendo's games are universally appealing. Young and old, boys and girls all enjoy Mario and Kirby, Zelda and Link. We have no plans to target specific sections of society; instead we'll continue with top quality family entertainment, and we'll strengthen our existing character line-up. After all, that's what has made us number one in the world.'

Mail order peace

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2) *Super Play* strongly recommends that all your purchases from our advertisers are made with a credit card. That way, in the unlikely event of a problem, redress may be sought from the credit card company.

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DISNEY & VIRGIN TOGETHER

The Disney Corporation and Virgin are once again going to collaborate on a game, after the success of *Aladdin* (which was a joint product on the Mega Drive).

The Lion King is the title, and it's all about a cute lion cub called Simba (*Aaaah – Lisa.*) who outgrows his carefree royal lifestyle and accepts the responsibility, danger and challenge of his role in the great circle of life. How very true that is. It really is sort of appalling when you think about it.

Anyway, *The Lion King* will be out later in 1994, and both Virgin and Disney are pleased with the new agreement. 'We are excited to continue the extraordinary working relationship that developed during the co-operation of *Aladdin*, and expect *The Lion King* to be an unparalleled success.' Said Martin Alper, President of Virgin Interactive Entertainment.

We'll the previewing *The Lion King* in an issue or two.

Abu, Aladdin and a melon.

CHOPLIFTER III

down behind ENEMY LINES

NAME: JOHN E. WARREN
RANK: SERGEANT
SERIAL NUMBER: 550628741

Sergeant Warren was shot down by guerrilla forces last night while patrolling over enemy lines. He's wounded, sleepless and desperate for help.

There's no time for diplomacy -

YOU'RE GOING IN!

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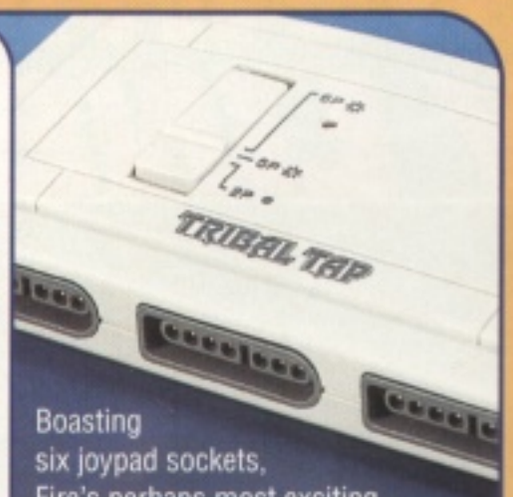
TRIBAL TAP



Boasting six joypad sockets, Fire's perhaps most exciting new 'add-on' is the Tribal Tap, priced £24.99 (£19.99 mail order). There are, however, two potential hiccups we can foresee: a) there aren't any six-player games available (yet), and b) you'll need to shell out for some more chairs to seat those extra gamers. Who said a gamer's life was easy, eh?

HEATSEEKER

Having plucked out the 'special move' buttons from their Patriot Pad and carefully replaced them with standard auto-fire/turbo functions, Fire have introduced their standard turbo pad. And it costs either £14.99 in the shops, or £12.99 by mail order.

TRI STAR

OK, let's say that having upgraded from a NES to your SNES, you're missing those 'classic' titles that made your formative years so bearable. You'll be needing one of these clever blighters, then. It allows you to run all UK, US and Japanese NES carts on your SNES and bears a £39.99 price tag (£34.99 mail order). Marvellous.

FURY 2 PAD

You can now effect such attacks as the 'Giant Bumb' and the 'Exprosive Upper Punch' (so says the box) with just a single button press. A direct descendant of the original Patriot *Street Fighter II* pad, the Fury 2 costs a fairly purse-friendly £24.99 (£19.99 mail order).

BLABBERMOUTH

with Kris and Tel

Once more our metallic mates make more microchip mayhem in their ceaseless search for scorching snippets. They toil tirelessly towards tempting titbits, and inch inevitably into interesting items of info. They deal decisively with direct data and lope laughingly into the land of legendary-(*Snip – Ed.*)

☎ Tel! Have you heard about the Hornby Superdeck? I have heard on the grapevine that it's destined never to appear. Apparently, while Hornby were waiting for costs to come down so the thing would be commercially viable, the market saw the tumbling of the NES's price as well as other, cheaper NES convertors for the Super Nintendo appearing from the Far East.

☎ Yes, Kris. It just goes to show what a fast-moving industry we were created by. Anyway, I've heard some news regarding what the Americans are calling 'the next *Baywatch*'. It's called *Thunder In Paradise*, and it's produced by the same team behind the perennially popular beach drama.

☎ Yes, I heard this as well, Tel. It stars Hulk Hogan, apparently, who drives the Thunder speedboat around under the hot Californian sun. But what's it got to do with games?

☎ Well Mindscape have snaffled the licence, carrying as it does the potential for a game all about the busy little speedboat and its attractive crew. The Super Nintendo *Thunder In Paradise* is expected in November. The only thing is, there are as yet no plans to show the programme on British TV.

☎ Never mind, Tel. I've got some top development news as well. Our friends, Electronic Arts and Bullfrog have signed another deal which means that EA will publish Bullfrog's games on the SNES and other formats. We can expect *Theme Park* to be one of the first products of that union. But there are plenty more secret projects bubbling away. My electrical antennae are attempting to catch a sniff of these even as we speak.

☎ Nice one, Kris. I've been hearing rumours about *Mortal Kombat II*, as well. Apparently, there are five death moves for some of the characters, and there are strong rumours of the existence of friendship bonuses as well. I'm not sure how these will work, but it's an intriguing idea, isn't it?

☎ Certainly is, Tel. And speaking of beat-'em-ups, I've heard some distinctly miserable rumours about *Super Street Fighter II* on the SNES. Apparently, most of the people who are into *Street Fighter* have either got the original or they've got *Turbo*. So sales of the game are dropping, owing to Nintendo having efficiently satisfied the market. The upshot of this is that not a great many *SFII* carts were sold last Christmas. And what with *Super Street Fighter* being another variation of essentially the same game, it wouldn't be worth their while getting a version created and distributed.

☎ I see what you mean, Kris. But that doesn't rule out future plans for *Street Fighter* games, does it?

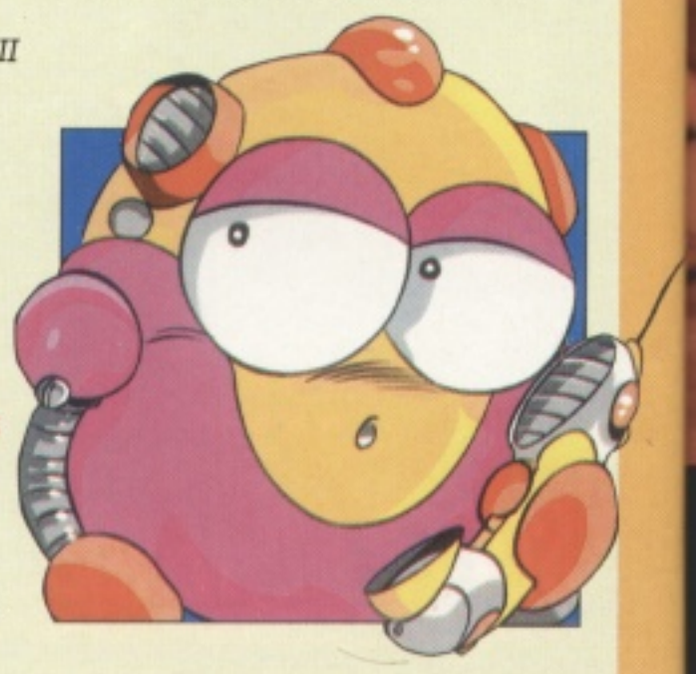
☎ No. *Street Fighter III* will, according to Capcom sources, be a totally different game. Only one or two of the *SFII* characters might survive, but even if they do, they'll probably be unrecognisable.

☎ Kris, did you hear about Nintendo's plans for *Mario 5*? Apparently, it'll be in the launch pack for Project Reality, and will use the rendering and 3D modelling capabilities of that machine. Sounds good, eh?

☎ That's right, Tel. But also sounding good is the planned update to *Starwing*. It'll be a gargantuan 32 meg, and there'll be a simultaneous two-player option. Spanky stuff, eh?

☎ Yes, Kris. Distinctly fascinating. And of course, this info comes hot from the US too. Meanwhile, work is going ahead all over the globe on the next generation of chips. The FX 2 will be as cheap as the Super FX, and will have five times the power. Imagine that!

☎ The question is, Tel, has somebody been playing an April Fool on you? Maybe we'll never know. I *have* got some news on the SNES 2, though. Costing only £20, this console is as powerful as a Cray, and... Oops! I can hear my parents. And it sounds like they've bought a powerful electro-magnet to punish me with, both for the phone bill and for this clumsily contrived ending to our little bit.



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ANIME WORLD

Pronounced 'ah-nee-may'

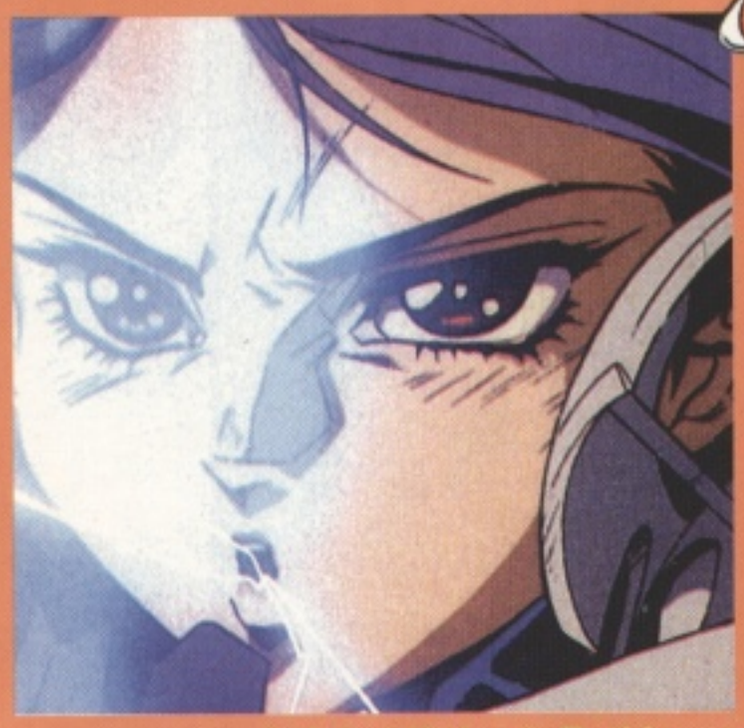
THE MAKING OF ANIME

The making of an anime film is a long and painstaking process. Helen McCarthy tells us exactly how it's done.

The process of making anime is fascinating and more complex than you might guess. With a feature film needing thousands of cels – over 160,000 for *Akira* – and a long-running TV series even more; with artists, designers, writers, animators, sound and effects staff all having to be co-ordinated and directed, making an anime film or TV show is a project of epic proportions. But it all starts quite simply, with a single idea.

The person who kicks off the whole process might be a director, a producer, or a publisher; he (or she – there are a few women in the Japanese animation industry, like *Terasawa Buichi*'s producer Ito Junco, who have the clout to originate a project) finds a story that would make a good animated film. It could be a successful manga like *Gunnm*, whose animated version *Battle Angel Alita* is due for release from Manga Video soon, or like *Ranma 1/2*, currently taking the US by storm; it could be a novel or children's book, like *Kiki's Delivery Service*. It might even be a stray idea – 'what's life like for a girl judo champion?', became the successful *Yawara!* series.

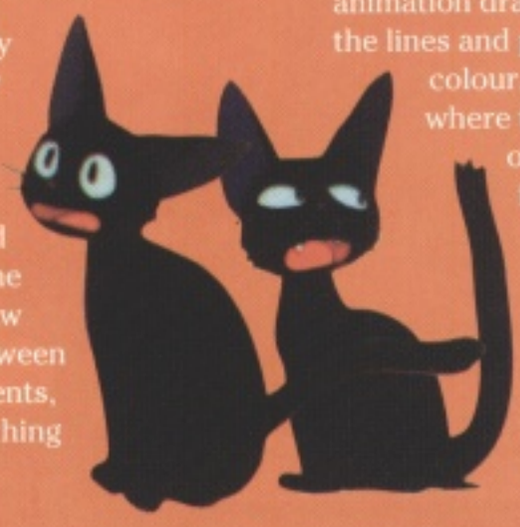
Once the idea is there, two separate processes start. The team who can turn the idea into anime has to be collected; every show needs a director and a producer; plus chara and other designers, an art director to control the whole look of the show, principal staff such as key animators, a studio to handle the cel paintings, sound and effects men and, of course, the voice cast. While the team is being collected, the producer has to find the money to make the show. He might sell the idea to a film or TV company, or get together a group of business sponsors, just as film-makers in the West do.



Battle Angel Alita from the film of the same name, which is known as *Gunnm* in Japan.

The first step in the film-making process is to get the storyboards ready. These plot the film in visual form and they are usually the work of the director and a team of special artists. The script is also finalised as the structure of the film is fixed. Meanwhile the designers, senior animators and other key staff decide on the designs for characters, mecha, costumes, backgrounds and so on, with the director overseeing the process to make sure the production is headed in the right direction.

Next, the senior animators decide, frame by frame, exactly what happens on screen, referring to the storyboards to make up basic ideas for each scene. How big will each character be in each frame? Exactly what movements occur in each frame? Layout sketches are done, checked by the director and used to draw the 'key frames' – the most important frames in each scene, usually the beginning and ending of each action. So, if Hibiki in *Macross II* is climbing into his mobile suit, the key animator will draw just two frames, showing him on the edge of the cockpit and settled in his seat. Then the 'inbetweeners' draw every frame in between those two movements, so that the whole thing can be filmed.

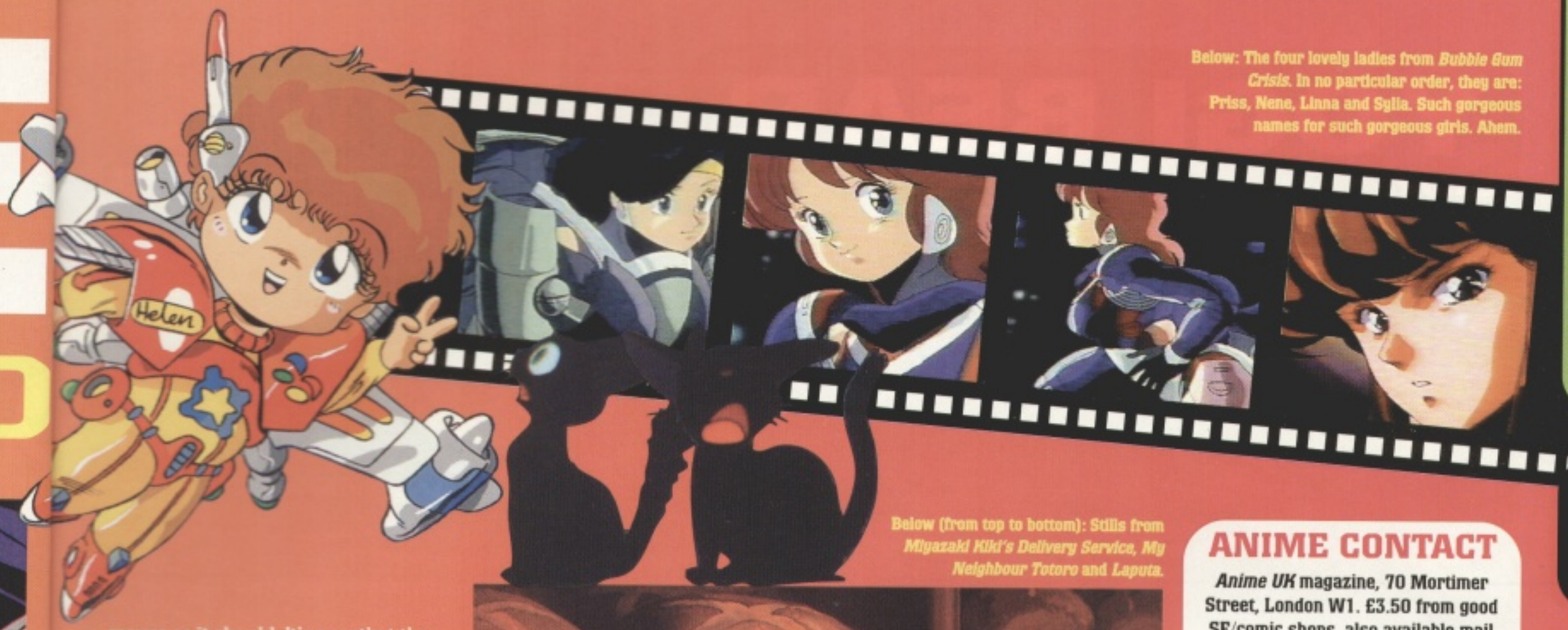


The optimum number of frames for really life-like animation is 24 per second, but working to that standard is expensive, so most productions use less frames for less important scenes, or scenes where less movement is needed. For instance, in an establishing shot of a city like Mega Tokyo in *Bubble Gum Crisis*, early in the morning with few people about, a camera panning slowly up one large, carefully detailed cel can give a good effect on-screen and save four or five seconds' worth of animation, or about 100 cels. Some cheap productions cut back as far as possible, giving jerky, unrealistic movements and unconvincing effects.

All the drawings are checked, then inked and arranged in order, working from the timesheets which tell the cameraman how many cels to shoot for each scene and in what order. The backgrounds, which were started at the same time as the inbetweens, are also checked and approved. Only now does the process of cel production start. Cel painters trace every animation drawing onto cels, clean up the lines and paint the cels in full colour, referring to the drawings where the key animators have often written specific instructions and notes for each cel.

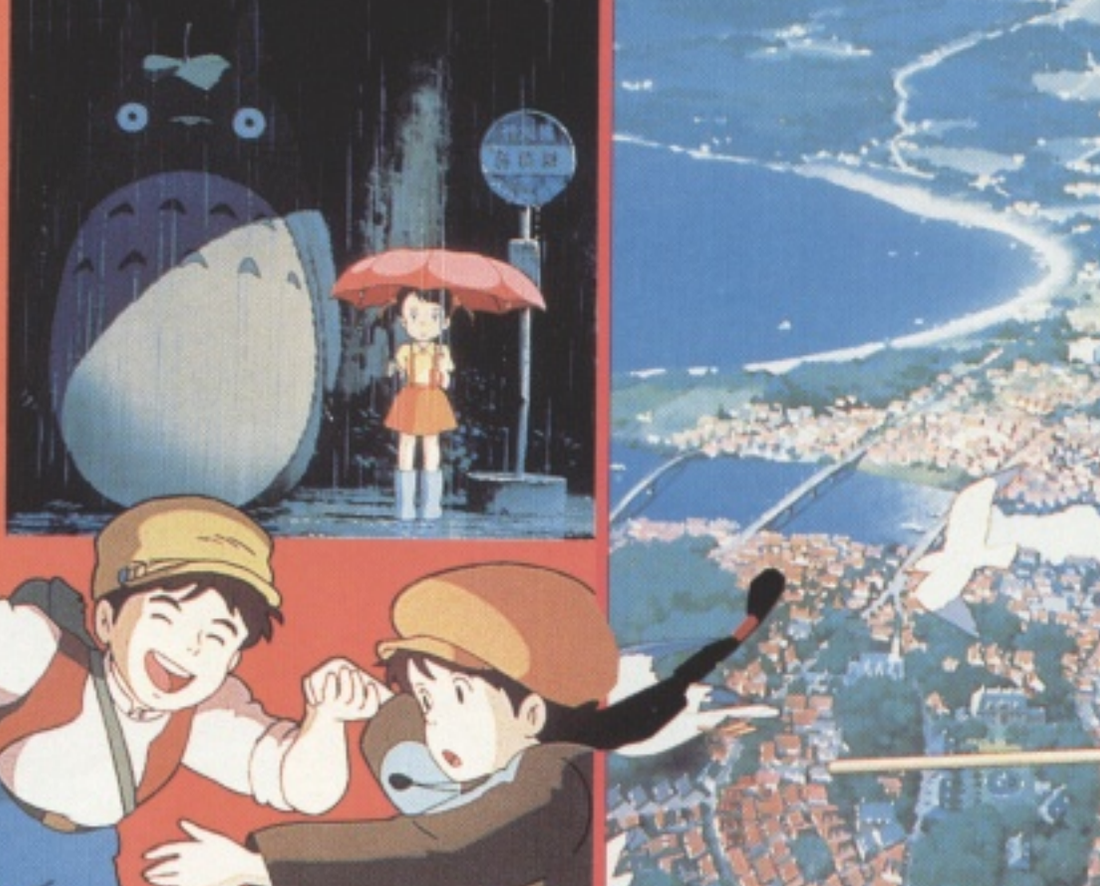
The cels are laid over the backgrounds for yet another check, to confirm that the colour balance is correct and that the flow of action

Priss from *Bubble Gum Crisis*, wearing her hard suit.



Below: The four lovely ladies from *Bubble Gum Crisis*. In no particular order, they are: Priss, Nene, Linna and Sylia. Such gorgeous names for such gorgeous girls. Ahem.

Below (from top to bottom): Stills from *Miyazaki Kiki's Delivery Service, My Neighbour Totoro* and *Laputa*.



ANIME CONTACT

Anime UK magazine, 70 Mortimer Street, London W1. £3.50 from good SF/comic shops, also available mail order from the publishers.

Right: *Kiki's Delivery Service*. The cute cat appearing over both these pages is Kiki's feline friend Jiji.

moves as it should. It's now that the director decides what lenses, filters and other camera effects he wants used. His notes, the timesheets and all the cels and backgrounds can now be handed over to the camera company for shooting, after which the film is sent to the lab for processing.

Once the rushes are checked, the voice actors and sound men can go to work. The voice cast don't work to precise lipsynch – mouth movements on the animated film are only approximate, so they just have to make sure their speeches begin and end at the right time. Once they've finished, the music and effects tracks are dubbed on and the final rush is made and checked by the director, producer and senior staff. If there are no problems, film prints are struck and another anime production is ready to go out on film, video or TV.

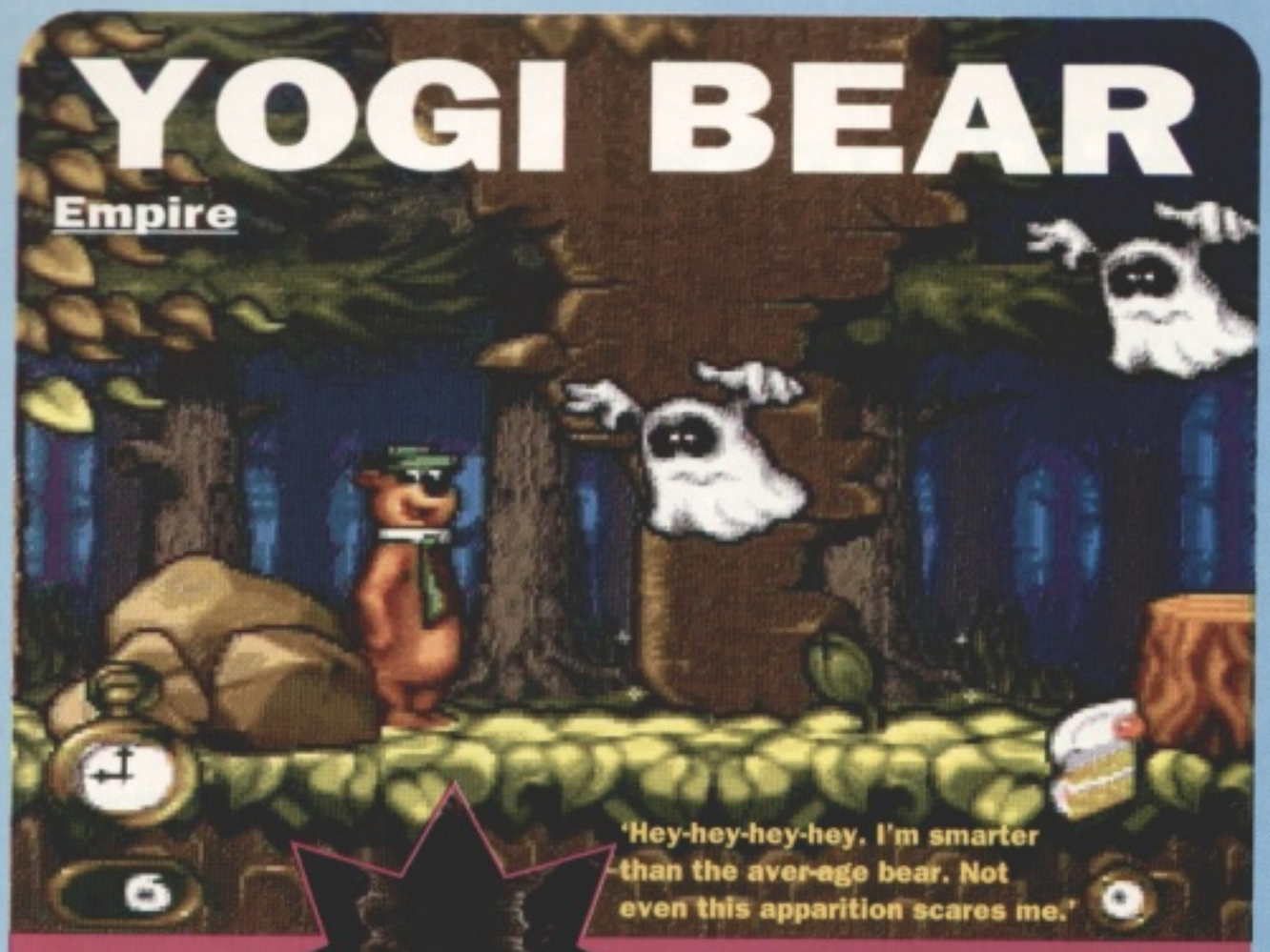
What happens to all those cels? Well, once they're returned from the camera company they are simply stacked in a room at the production company's premises for storage. They're of limited importance now the filming is over and so a whole underground 'industry' has sprung up in black market cels. *Otaku No Video* gives a glimpse of the twilight world of the cel thief, who often just wanders into a busy studio looking like an innocent delivery boy and wanders out with a handful of cels to keep for his own collection, trade or sell! Some studios, like Kitty Film and Toei Doga, run sales of cels or offer them to their fans through an 'official' fan club.

Of course, all the work of the voice actors has to be done again if a show is dubbed into English, and that brings in a new set of problems – translating, casting and re-dubbing into a language whose structure and timing are completely different from Japanese.

Next issue, I'll take you behind the scenes of a London dubbing studio.

YOGI BEAR

Empire



Is the *All New Yogi Bear Show* on the telly at the moment? A sneaky peek in *TV Quick* shows that it isn't. Oh well. There's always the chance it'll be getting serious air-time when this game comes out.

The plot of the Yogi game is, well, slightly more complex than those of the TV series. Apparently, a chemical plant is being built in the heart of the amusingly-named Jellystone Park. Yogi is awoken from his hibernation by the sounds of heavy construction, and suddenly comes under your control. And so the game is afoot.

You must take Yogi to find Ranger Smith and alert him to the danger. (Oh yeah – like a fully-trained Ranger needs a bear to tell him of major civil-engineering projects occurring in his particular area of outstanding natural beauty!)

Yogi starts his adventure in a cave under the mountains. There are four snow-covered levels to ease you into the game and introduce you to some of the nasties which lurk later. If you get through the old mines and past the, er, dangerous things in the caves, you'll escape to the ghost forest and thence to the lakes.

Ghost forest and lakes safely under your belt, you'll want to tackle the construction site next. Here you've got the added problem of freeing the other woodland animals before you can get to Ranger Smith. Tchoh!

Hidden in the game are five Bonus Beds. These sound good, and they are, as long as you're a fan of Boo Boo – the little grey bear who follows Yogi around, being sensible all the time. You can play him if you find a Bed for Yogi to sleep in. You see how it works?

The graphics have been designed just like the TV show, with what seems like the right level of '70s corniness and naïveté. We should see *Yogi Bear* in time for a review next issue.

'I've mastered levitation, too.'
'The square root of 23 is 4.7958315, I reckon.'
'My ingenious hydroponic pic-er-nic trees in bloom.'
Above: 'I'm so smart I've learnt to kill aquatic mammals using only my feet, leaving my hands free for quadratic equation-solving.'
Cleverly ducking, I avoid missiles.

Urban Survival Competition Winners

We ran a compo (in issue 15) asking you to identify these five odd Japanese gadgets. They are, in fact:

1) A projector.
2) A kids electric writing aid/toy.
3) A guitar-style keyboard/musical instrument.
4) A bread-making machine-type thing.
5) A razor.

Nobody got all the answers right, but the person who's the closest is: Christopher Wood from Todmorden, Lancashire and, as promised, he wins a cuddly Mario, a cuddly Guile and a cuddly Bomberman to snuggle up to. Aaaaah.

(And he can even punch them without damaging his fists.)

Mantlepiece Murder Competition Winners

Back in issue 15 we asked you to send us the tackiest Christmas card you could find, for a chance to win a huge pile of brilliant Japanese goodies, including toys, sweets, mementoes, collectibles and other tat. Thanks for the thousands of cards that you sent in – all the other Future Publishing magazines were dead jealous because they hadn't got nearly as many cards as us (we didn't tell them about the competition!).

The winner, who sent us this truly appalling Cleo Laine Christmas card (pictured above) is:

- **Angie Wain from Stockport, Cheshire.** To cap it all, this card was designed by Cleo herself. Stick to going 'doobie doobie boop boopie boop', dear...

And because their cards were nearly as tacky as Angie's we decided to have two runners up as well, who will receive a fab and groovy T-shirt each – they are:

- **Andrew Buchan of London,** and
- **Sammy Chester from North Shields, Tyne and Wear.**

CHART THROB

GLOBALLY GREAT GAMES

Super Play **fearlessly brings you the games that they're playing all over our home, the planet Earth. And what a gorgeous planet it is.**

(For weekly UK SNES chart updates, try tuning in to Digitiser, Teletext: page 471, Channel 4.)

OFFICIAL GALLUP UK CHART

▲ UP ▼ DOWN ▶ NON MOVER ★ NEW ENTRY

Compiled for *Super Play* by Gallup

1. ▲ **SUPER MARIO KART** Nintendo
   Race against your friends with this chart-topping game. It's one of our faves, too! 93%
2. ▶ **ALADDIN** Capcom
   'Great to look at, very involving and jam-packed with laughs.' as Jonathan said in his review. 81%
3. ★ **TMNT TOURNAMENT FIGHTERS** Konami
   And you can learn all the best moves in our guide on page 66. 90%
4. ▼ **MARIO ALL STARS** Nintendo
   The cart simply everybody has to own. And judging by the time it's been in the Charts, you agree. 96%
5. ▲ **JURASSIC PARK** Ocean
   Plenty of people are going to be playing in the Park, it would seem. 89%
6. ▼ **STREET FIGHTER II TURBO** Capcom
   What a game! It's always in a SNES down at the *Super Play* office, that's for sure. 96%
7. ★ **STARWING** Nintendo
   Hooray for the Super FX chip! Hooray for Falco, Peppy, Slippy, er, Mick and Titch. 93%
8. ▶ **FLASHBACK** Sony Imagesoft
   Stupendous graphics and a thumping good game in there, too. 91%
9. ▲ **COOL SPOT** Virgin
   It looks lovely, but will it restock your fridge? We have our doubts, that's for sure. 82%
10. ★ **STRIKER** Elite
    Football-ah! What a majestic game. And Bristol Rovers for promotion! Come on you Gasheads! 89%

Super Mario Kart: Still super after all these years.

Tournament Fighters: The only game to rival *SFII*.

Cool Spot: Yet another cutesy platform game.

UK IMPORT CHART

Compiled for *Super Play* by Console Concepts

1. **MEGA MAN X** Capcom (US)
2. **LETHAL ENFORCERS** Konami (US)
3. **GANBARE GOEMON II** Konami (JAP)
4. **R-TYPE III** Irem (JAP)
5. **RAINBOW BELL ADVENTURES** Konami (JAP)
6. **GAIA FANTASY** Enix (JAP)
7. **NFL STANLEY CUP '94** Nintendo (US)
8. **KING OF THE MONSTERS 2** Takara (JAP)
9. **SECRET OF MANA** Squaresoft (JAP)
10. **METAL MARINES** Namco (US)

Metal Marines: Simple, but repetitive strategy wargame.

Pop'n Twinbee: Cute, cuddly and colourful.

Last month's cover game, *Mega Man X*, is proving very popular over here on import. We gave it 88% in our review. Another hot game is *Lethal Enforcers* – the price of the game plus the guns obviously hasn't put many people off getting their hands on this expensive shooter.

JAPANESE CHART

Compiled by Wil Overton (& the lovely Zy)

1. **ROMANCING SA•GA** Squaresoft
2. **FATAL FURY 2** Takara
3. **GAIA GANSOKI** Enix
4. **SUPER PUYO PUYO** Banpresto
5. **KURASHITSUKU ROAD** Bikuta Entertainment
6. **SOUL AND SWORD** Zamuse
7. **TORNECO'S GREAT ADVENTURE** Enix
8. **J-LEAGUE PRIME GOAL** Kemco
9. **Y'S IV: MASK OF THE SUN** Tonkin House
10. **ALADDIN** Capcom

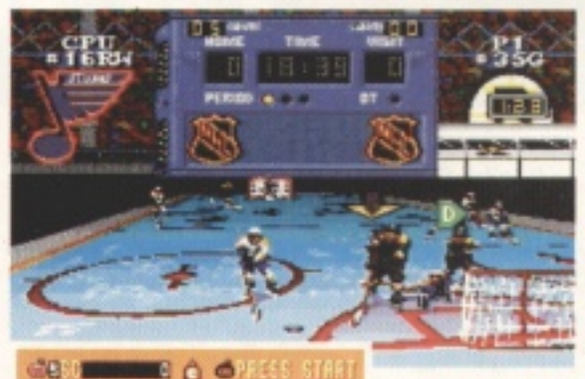
Super Puyo Puyo: *Super Play*'s game of the month.

As always, an RPG is at the top of the Japanese chart – *Romancing Sa•Ga* remains as the most popular of the genre. We haven't seen *Fatal Fury 2* yet, but it looks promising if the number 2 position here is anything to go by. We'll be reviewing it next ish, if all goes well.

AMERICAN CHART

Compiled for *Super Play* by Woody Carter

1. **MADDEN NFL '94** EA Sports
2. **NHL HOCKEY '94** EA Sports
3. **TECMO SUPERBOWL** Tecmo
4. **CLAYFIGHTER** Interplay
5. **NBA SHOWDOWN** EA Sports
6. **NHL STANLEY CUP '94** Nintendo
7. **SUPER EMPIRE STRIKES BACK** JVC
8. **ALADDIN** Capcom
9. **SUPER BOMBERMAN** Hudson Soft
10. **SECRET OF MANA** Squaresoft



NFL Stanley Cup '94: Spinning and confusing Mode 7 hockey game.

Super Bomberman: Brilliant bombastic buffoonery.

Sport features heavily in the American chart again this month, with *Madden NFL '94* being the favourite game. What a healthy lot they must be over the Pond! And it's great to see that the fabulous Multitap-compatible *Super Bomberman* has worldwide appreciation. We love it.

LAS VEGAS

THE CONSUMER ELECTRONIC SHOW

Twice a year, the world's video game industry meets at the Consumer Electronic Show to, well, show off really. It's here that deals are made, reputations are won or lost, and a whole new range of products are unveiled. *Super Play*'s man on the spot at the Winter CES was Neil West...

Las Vegas – the world's craziest city where anything goes. Giant pyramids, circuses, pirates and 24-hour slot machines are the backdrop to Elvis impersonators, card sharps and boxing champions slugging out world title fights. But for one week a year, the two biggest heavyweights in the world of video gaming take centre stage and slug it out in their own brand of title fight. The two contenders are Nintendo and Sega, the stage is the Winter Consumer Electronics Show (CES) and the prize is leaving the CES having shown the greatest range of new titles, announced the hottest new deals and left the industry with the belief that it's winning the war.

So who came out on top this year, Nintendo or Sega? Well, hand on heart, the only real conclusion is that as far as new products are concerned it was a draw. But overall the upper hand went to Nintendo for coming up with some concrete announcements regarding its future plans, in a press conference in which the bosses of Nintendo and Silicon Graphics confirmed their plans for Project Reality.

So let's take a look through all the new SNES games and projects that were unveiled, keeping in the back of our minds the fact that the most exciting future projects (the Project Reality games being developed for the new super-console's launch) were kept well hidden – probably for unveiling this time next year. Don't feel as if Nintendo are gearing down its Super Nintendo line-up however: the word is that they reckon 1994 will be even bigger than 1993 (Nintendo are still claiming that the 8-bit NES business is strong and healthy) and there's plenty to look forward to. So let's go...

ABSOLUTE

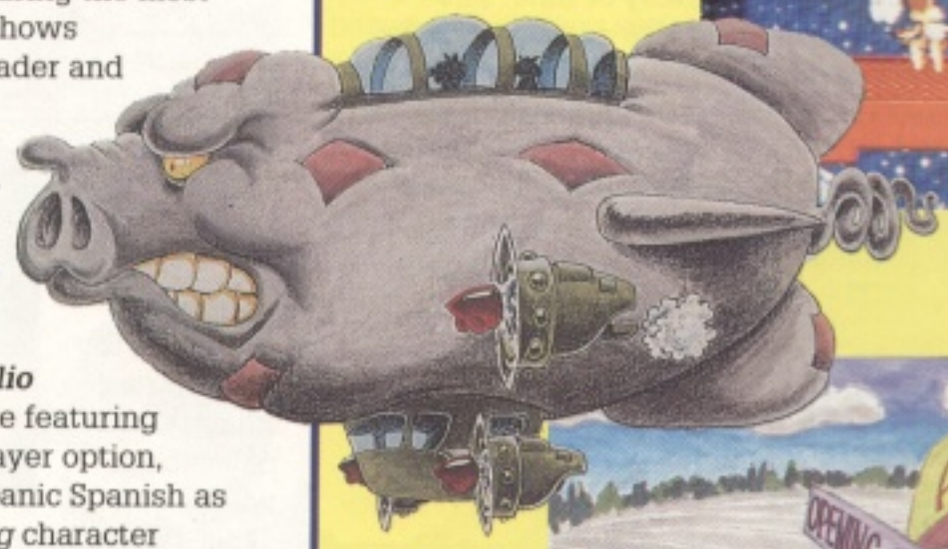
We'll kick off in alphabetical order with Absolute, who had both old names and new on display at the show: ***Home Improvement*** (a TV tie-in with a US comedy show which should be appearing on UK channels soon), ***Super Solitaire*** (for people with no friends), ***Riddick Bowe Boxing*** (go on – have a guess), ***Choplifter 3*** (the sequel to ***Choplifter 2***), ***Warrior Of Rome*** (a strategy wargame), and ***Turn And Burn: No Fly Zone*** (shooter disguised as a flight sim). The highlight of their range of titles was ***Rise Of The Robots***. This high-tech mechanoid beat-'em-up has already received plenty of coverage in its development stages, and could be a strong contender for the game of '94. Keep an eye open for this one.

ACCLAIM

Acclaim are obviously aiming to make 1994 as much of a success as 1993 (*Mortal Kombat* being the big hit of last year, for those of you who've recently beamed in from Mars) and have an impressive line-up for this year. Spiderman features twice in their new line-up, firstly with ***Spiderman & Venom: Maximum Carnage*** (a beat-'em-up/adventure similar to the previous Spidey games), and then ***Spiderman And The X-Men In Arcade's Revenge*** in which the webbed wonder enlists the help of his mutant friends. ***Itchy And Scratchy*** sees Krusty the clown's favourite cartoon characters duke it out in the 1,567th (or something)

CES 1994

Top right: 'Juggernaut', meaning an idol of Krishna in Hindu mythology, carried in procession on a huge cart under which devotees are said to have thrown themselves. Oh, and it's a massive great lorry of course.



Don't let the Gilliam-esque artwork fool you: *Bubsy 2* looks like more of the same.

Simpsons tie-in, a theme continued with ***Virtual Bart*** in which Bart is warped into an alternative universe and he can assume the powers of Jurassic Park Bart and Road Warrior Bart.

Of course, a line-up as big as Acclaim's has to include a soccer game (what with the World Cup and all that) and its offering will be ***Champions World Class Soccer***. It seems that the biggest challenge facing any softie developing a new soccer game is the name, there can't be that many combinations of the words soccer, champions, world, super and cup left. Also in the sporty vein is ***MLBPA Grand Slam Baseball***, yet another baseball game.

USHRA Monster Truck Wars rounds off Acclaim's '94 line-up, a smart-looking, um, monster truck wargame featuring the most popular trucks from the TV shows (including Grave Digger, Invader and Carolina Crusher).

ASC

As briefly covered in last month's first glimpse at the CES, ASC has announced ***Julio Cesar Chavez***, a boxing game featuring 25 different boxers, a two-player option, digitised speech in both hispanic Spanish as well as English, and some *big* character sprites. They also have ***Sküljagger 2***. The original was highly acclaimed by critics, and the sequel looks set to provide more of the same. You get to play Storm Jackson, who's traded in his sword for a more effective blaster gun.

Above: *Sküljagger 2* looks pretty similar to the original game, which we reviewed back in *SP*4 and gave 58%.

Cyber Slider's little droid character has to slide around the blocks to make particular patterns. It's looking very similar to a Japanese puzzle game called *Keeper*. Expect a review pretty soon.

ACCOLADE

Juggernauts: The New Breed is a one-on-one beat-'em-up tha... no wait! Come back! This one's different. Honest. Well, Accolade *says* it will be different. Lots of time has been spent fiddling with models, artists and Silicon Graphics workstations, making the characters that will star in ***Juggernauts*** some of the most realistic and imaginative yet seen. The game underneath the visual gloss, however, will probably be identical to all the other ***SFII*** clones!

Also in Accolade's '94 stable is ***Fireteam Rogue***, an attempt to blend a flight simulator, an action adventure and an RPG set in space, and (of course) ***Bubsy 2*** – the follow-up to last year's success.

BULLET-PROOF SOFTWARE

Meanwhile, Bullet-Proof has a quintet of titles for '94. ***Obitus*** is a sword-swinging RPG in the *Dungeon Master* style. The good news is that *Dracula Kid* (*Dorabotchan*), which we reviewed in SP10 and gave 82%, has been translated into English. An action/adventure game featuring a little vampire, B-PS will release it under the name ***Spike McFang***. Of the others, ***Wild Snake*** we don't know much about yet, ***Cyber Slider*** features over 100 logic puzzles and ***Wicked 18*** is a wacky golf game.

Put some spinach in your pipe and smoke it, as Technos present ***Popeye***. In this game, the player controls either Popeye or Brutus in a seven-stage platform adventure to rescue Olive Oyl from the clutches of the evil Sea Hag. A simultaneous two-player mode will be included into the game, enabling competitors to race Popeye and Brutus against each other in a bid to win Olive's hand.

american technos

CAPCOM

No news of ***Super Street Fighter II***, for those of you who were wondering. ***Street Fighter II Turbo*** was still being pushed as Capcom's flagship for the new year, and ***Mega Man X*** put in a spirited appearance too. Wrestling games seem to be picking up in popularity – Capcom's effort, ***Saturday Night Slam Masters***, is also Multitap compatible and should lead to *WWF*-style four-player rumbling.

Mega Man's Soccer sees Capcom leaping most emphatically on the World Cup '94 bandwagon.

CULTURE BRAIN

Developer & publisher Culture Brain had just a couple of titles on display, the most promising being ***First Queen***, a skirmish wargame/RPG affair in the Japanese style. ***Ultimate Fighter*** is a – wait for it – one-on-one beat-'em-up, featuring special moves and 'mystic spells'. Gosh, how do creative people think up these amazing ideas?

First Queen is looking great, but will we see the *Ogre Battle* games in English?

ELECTRO BRAIN

Next up is Electro Brain with ***Winter Extremes Skiing And Snowboarding***. It doesn't take much of a brain to work out what this game's all about – multi-event 'hot dogging' in the snow.

FCI

Fantasy role-playing features heavily in FCI's plans for '94. ***Might & Magic III: Isles of Terra*** is a Western-style RPG that we should see released over here, courtesy of Elite. The popular *Ultima* series is also getting a SNES conversion, kicking off with ***Runes Of Virtue*** and ***The False Prophet***. ***Ultima: The Black Gate*** is also under development for an end-of-year release. Hot on the heels of *WWF*, a WCW wrestling game is currently being finished.

HI-TECH EXPRESSIONS

Aiming at the younger market, Hi-Tech will release ***Mickey's Ultimate Challenge*** early in '94. Subtitled ***Five Magical Puzzles Full Of Family Fun***, this Disney tie-in mixes action and puzzle bits. That figure of five worries us, slightly.

Unfortunately, Hi-Tech think that ***Barbie Super Model*** is the key to getting young girls interested in video games. Players can 'practice selecting an elegant wardrobe, applying make-up, styling hair and sauntering down the walkway like a true super model'. No, this is not the way forward. No no no no no.

IREM

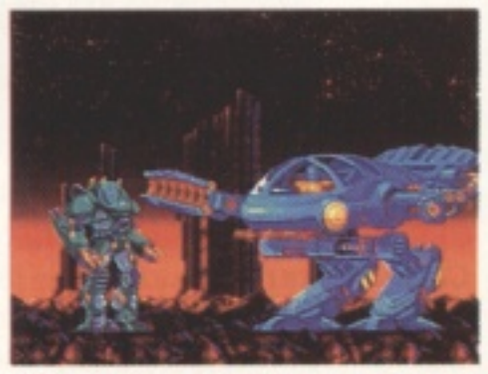
Next we have Irem's ***In The Hunt***, a two-player coin-op conversion featuring everyone's favourite type of vehicle, you guessed it, submarines. 'You'll have to sea it to believe it' claim Irem. The company

My sister would rather play *Undercover Cops* than *Barbie Super Model* any day. My mum's quite partial to *Zombies*, too.

also has ***Undercover Cops*** scheduled for release, a *Double Dragon*-style beat-'em-up and, again, a two-player coin-op conversion. We like two-player games at *Super Play*, so three cheers for Irem (even with its penchant for crap 'sea' puns).

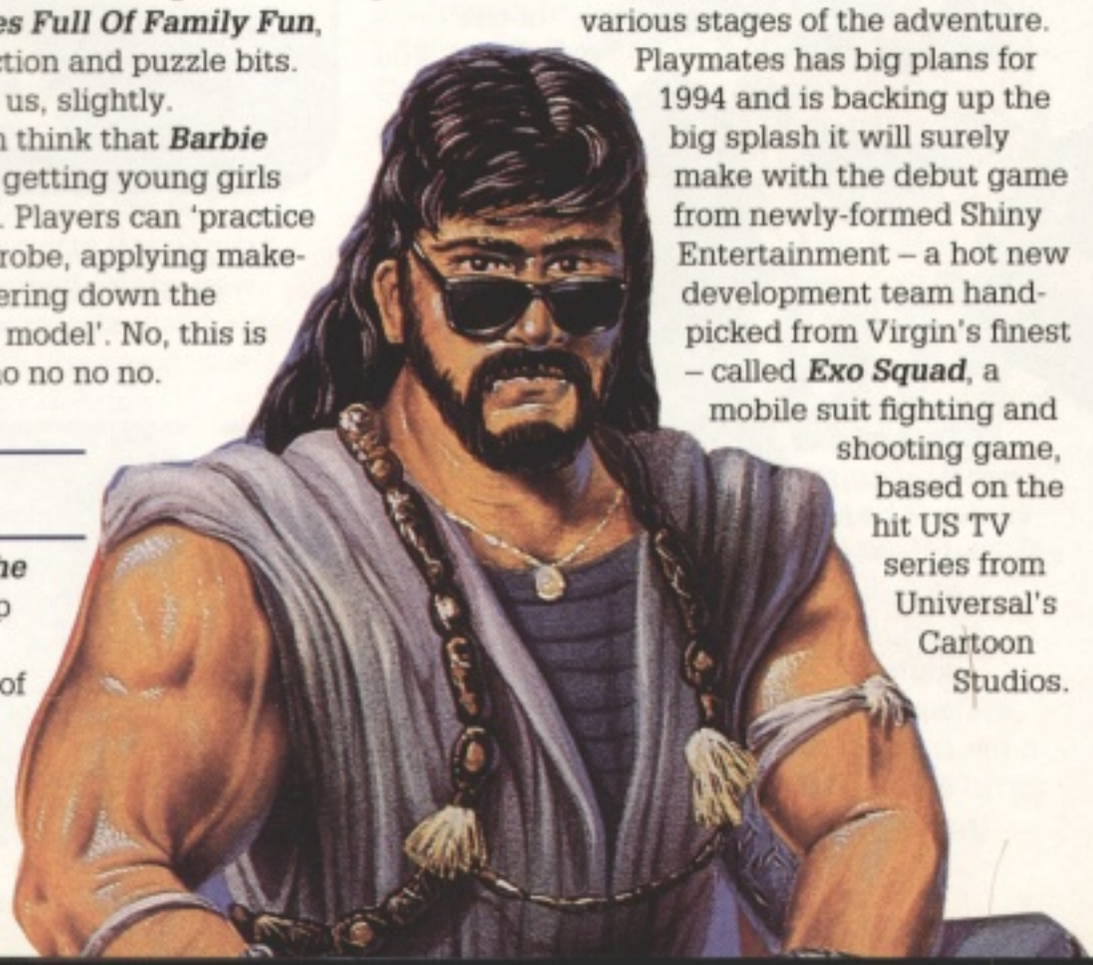
PLAYMATES

Exo Squad doesn't just promise big suits. It delivers.



As reported last issue, the first offering from these newcomers will be ***Star Trek: Deep Space 9***. This has to be one of the hottest licenses of the year, with the TV series making it big time in the US. The game looks set to be a role-playing, logic-puzzle, action/adventure inviting players to take the part of Odo, Sisko, Kira, O'Brien and Dax at various stages of the adventure.

Playmates has big plans for 1994 and is backing up the big splash it will surely make with the debut game from newly-formed Shiny Entertainment – a hot new development team hand-picked from Virgin's finest – called ***Exo Squad***, a mobile suit fighting and shooting game, based on the hit US TV series from Universal's Cartoon Studios.



SEIKA

Meanwhile, small-time Seika have ***Freeway Flyboys*** pencilled in for a '94 release, an ***F-Zero***-style racer that graphically looks set to be outstanding. This is actually the US version of ***Astro Go! Go!***, previewed last issue, but with a crappier name.

SETA

F1-ROC 2 is on its way from Seta– as is ***The Wizard Of Oz***, in which you get to play any one of the four main characters in your quest to get from Munchkin land, along the Yellow Brick Road to the Emerald City. It's a *Home Alone*-type platformer (urk) with puzzle bits, and it boasts '13 sizzling sound tracks – 4 from the movie!'... Also on offer was ***Kendo Rage***, a girlie beat-'em-up. (*We suspect a Japanese translation – Ed.*) How many beat-'em-ups will it take before players are finally, finally, finally bored with them?

I don't think we're in Kansas any more, Toto...

... I think we're in a poor film license. But there's no place like home...

SONY IMAGESOFT

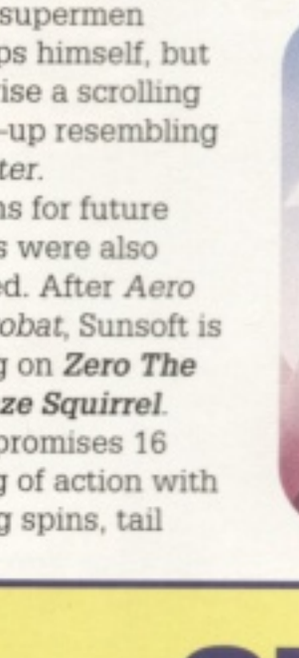
Sony is making pretty big waves in the industry, and although it hasn't kicked off too well quality-wise, things look set to improve with the release of ***ESPN Baseball***, which is one of the most realistic baseball sims to date.

SPECTRUM HOLOBYTE

Spectrum HoloByte (having joined forces with MicroProse) present ***Star Trek: The Next Generation 'Future's Past'*** in which you have to uncover the mystery of the most powerful device in the universe – the Derandomizer. Once you've decided which members of the crew will accompany you as you beam down to hostile planets, you play the part of a trainee captain attempting to solve the tests as by a mysterious figure known as The Arbitrator.

SQUARESOFT

The big release for Square in '94 will undoubtedly be the long-awaited ***Final Fantasy III***, the latest translation from the incredibly (and deservedly) popular series of Japanese RPGs. We've already previewed this game in some depth, as we expect it to be one of our games of the year.



Zero the Kamikaze Squirrel. A rodent borne on the divine wind of death. Perhaps.

SUNSOFT

Sunsoft is sticking to cartoon tie-ins with ***Bugs Bunny Rabbit Rampage***. And ***The Pirates Of Dark Water*** is based on a cartoon series (shown on *Going Live!*), but this is a two-player beat-'em-up in the *Final Fight* vein, where you can play one of the three main characters. ***The Death And Life Of Superman*** has the token twist of getting the player to 'be' numerous phoney supermen before Soops himself, but is otherwise a scrolling beat-'em–up resembling *Dark Water*.

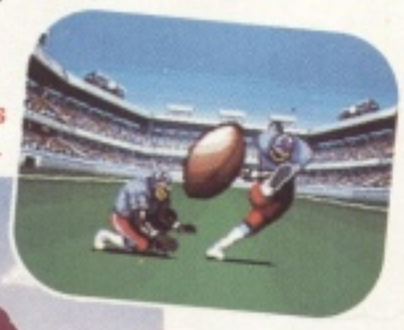
Plans for future games were also revealed. After *Aero The Acrobat*, Sunsoft is working on ***Zero The Kamikaze Squirrel***. This promises 16 meg of action with 'flying spins, tail lashes and hurling acorns'. Quite. ***Kung Fu: The Legend Continues*** is another fighting game, based on the US TV series. And ***Justice League*** lets you play any of the 12 DC Comics heroes and will be – yes! – a fighting game...

déjà vu?

Super Play readers might be feeling an odd sense of familiarity upon reading this report. Many of these games were revealed at last Summer's CES (see *SP*10). So what's going on? Well, besides the months of testing and tweaking in the programming and development, a co-ordinated business strategy of manufacture, marketing and distribution must also be negotiated. International exchange rates can interfere with the best laid financial plans, and even a completed game may be put on hold until an optimum release date is agreed (hence the rush of new carts at Christmas).

TECMO

Tecmo's catalogue remains blissfully beat-'em-up free, although they manage to gain valuable points on the oh-mi-god-not-again-o-meter with an American football game (***Tecmo Superbowl***) and a basketball game (***Tecmo Super NBA Basketball***). These titles' predictability is more than countered for, however, by the inclusion of ***Pinkie*** – a strange looking game starring a large pink blob.



Tecmo's sporting line-up is something we've had our eye on.

snippets

G2 is just one of the wave of robot beat-'em-ups scheduled for '94.

Mandingo has ***Bebe's Kids*** set for release, and someone at Kemco has had a stormer of a brainwave and is also releasing a 15-stage one-on-one robot beat-'em-up called ***G2***, that's probably going to be the same as all the other robot beat-'em-ups available.

To round off, here are a couple of extra snippets from Nintendo itself. Firstly is the news that Nintendo of America have published (and is distributing) a free booklet entitled *Your Kids And Video Games*. This is aimed at parents of gamers who may be worried about the possibility that Johnny will turn into an axe-murderer after playing *Mortal Kombat*. As well as the violence debate, it also answers questions on how long it's recommended that kids play video games for, and explains a little about how Nintendo regulates what goes into its games.

Lastly, if all this talk of new video games is interfering with your new year's resolutions to take some exercise and get fit, then help could very well be at hand. The Life Fitness Entertainment System is a link-up between a normal exercise bicycle, rowing machine or any other instrument of torture and your SNES. There's no news as to what the software titles will be yet, but the plan is that this link will be used to display your progress as part of a game when the whole dastardly contraption is finished and launched in June.

There we have it! Lots of new titles to keep an eye out for in '94, some of them are looking good already and all told it looks set to be a bumper year for the SNES.

Ridge Racer has the best graphics in the business.

Phwoar oh, lads! Get a load of these graphics. Don't expect to see a SNES version, though.

It's nice to see texture-mapping put to good use.

SLOTS OF

THE 50TH AMUSEMENT TRADE EXHIBITION INT

Capcom's new *Dungeons And Dragons: Tower of Doom* coin-op has the best hack 'n' slash gameplay this side of *Golden Axe*, with RPG elements too. A SNES version, please.

Strolling around Earl's Court in late January is highly recommended if you're interested in the coin-op scene. And of course, I love coin-ops. This year, the ATEI was enjoying its 50th year of showcasing the coin-slot industry's latest developments. And despite the sensations caused by a few huge dedicated racing games, the video game sector was dwindling amidst a sea of gambling machines and novelty attractions, with the abundance of grab-'em-ups full of fluffy toys (*Aww... – Lisa.*) proving a bit too much to stomach. On the whole this wasn't encouraging news for the coin-op fan. And it's a clear indication of the effect the console has had on the industry.

Of course, while the number of games was clearly receding, big releases tried to wow the punters, and there were still games to get worked up about. Top in the excitement stakes had to be Namco's stunning *Ridge Racer* coin-op – a state-of-the-art racing game with amazing 3D visuals. It differs from *Virtua Racing* by putting the player on normal roads, rather like *Out Run*, and also placing the driver behind the wheel with only the speedo and time meter in front of you.

Capcom's newest heroes are the excellent Eco Fighters.

While you can't zoom out for those great helicopter perspectives like in *Virtua Racing*, *Ridge Racer* makes up for it with the detail and colour in the texture-mapped landscapes and cars. The price? A mere $8,000-$9,000, rising to $120,000 for the full-scale simulator model, complete with its own Mazda MX5! Check it out – it's stunning. Don't bother asking for a SNES version.

In a bid to retain some four-wheeled glory for themselves, Sega demonstrated *Daytona* – the mind-blowing step up from *Virtua Racing*, using their proprietary Model 2 hardware (see page 14 of *SPT*), which texture-maps detail onto polygons like *Ridge Racer*. This wasn't in playable form – all that was running was a 5% complete version of the game on video, but it looked great.

As for the good old-fashioned PCB (printed circuit board to the non-industry-types), games like these were thinner on the ground than in previous years. And in an effort to stamp out piracy, (yes, coin-ops

The UK's biggest coin-op show was 50 in January. And who was game enough to go and play all the latest stuff? Jason Brookes, of course.

FUN

NTERNATIONAL (ATEI)

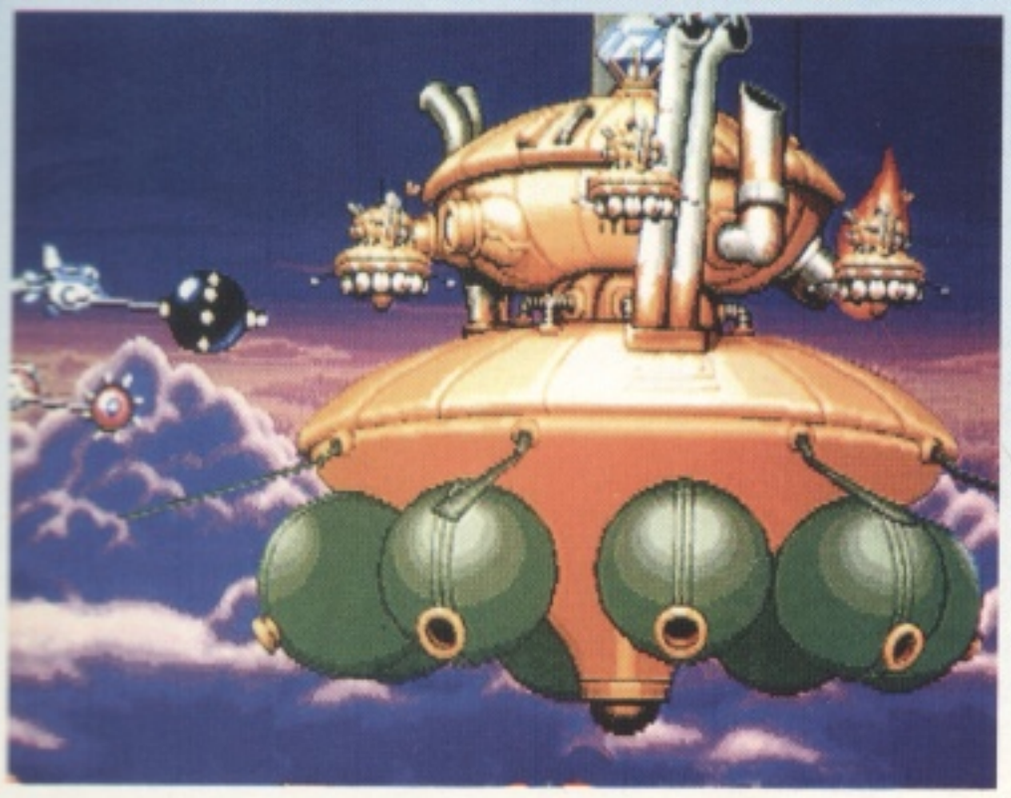
suffer, too) Capcom introduced their powerful CPSII arcade system which takes all their newest and best games and lets multiple units be networked up for multi-play. Fancy a game of *Super SFII*? Simply plug the game into the base unit and away you go. No fiddling around with fragile PCBs. *Super SFII* wasn't the game drawing the crowds, though. Three new Capcom games had far more attention. Proving that there was life in the horizontal scroller yet, the cute and playable *Eco Fighters* (see pics) was one of the new CPSII games and had that elusive but wonderful Capcom 'look and feel'.

Also for the CPSII was the *Dungeons And Dragons* coin-op, *Tower Of Doom*. This *Golden Axe*-style four-player (with a two-machine link-up) beat-'em-up was popular at the show. Rather than going for the shallow *Knights Of The Round* or *King Of The Dragons*-style hacking and slashing, *Dungeons And Dragons: Tower Of Doom* includes some decent RPG aspects, and the action is much more satisfying than their previous side scrolling beat-'em-ups. Naturally, the graphics are wonderful. Let's hope for a 24 meg SNES game soon. After we've had *Knights Of The Round* and *King Of The Dragons*, that is. Capcom's other game was *Muscle Bomber Duo* – a four-player variant on *Saturday Night Slam Masters* (*Muscle Bomber*'s UK and US title).

As for the rest of the show, few games stood out. Atari had the audacity to release a follow up to *Hard Drivin'*, called *Hard Drivin' Airborne*. Next to *Ridge Racer* and *Daytona* it looked pathetic, with graphics no better than the original! And there were enough new *SFII* and *Mortal Kombat* rip-offs, like *Blood Warrior* and *Superior Soldier*, to kill even the most avid beat-'em-up fan's appetite. Finally, gun games like Taito's *Lethal Enforcers* clone, *Under Fire* provided welcome respite from the eyestrain of the virtual reality systems.

Ultimately, ATEI '94 was a mixture of old and new technology. Games styles hadn't changed, and the only pointers towards the future of the industry were given by Namco and Sega with their stunning 3D technology. Let's hope next year marks an upturn for a seriously tired industry.

Capcom's *Eco Fighters* looks like a sure-fire bet for conversion to the SNES.



And the rest...

There were far too many games at ATEI to go into detail about here. But, to give you a taster, here's a round-up of some of the other stuff on display...

Blood Warrior (Kaneko)

Hard Drivin' Airborne (Atari)

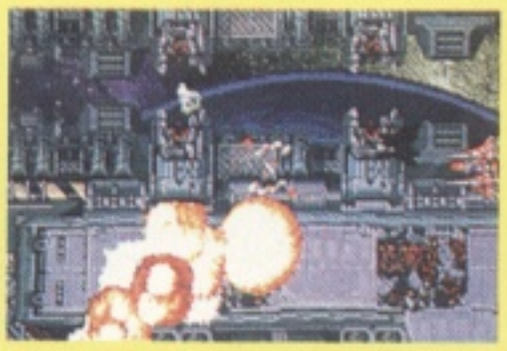
Daytona (Sega)

Under Fire (Taito)

Superior Soldiers (Irem)

Racin' Force (Konami)

BC Kid (Kaneko)



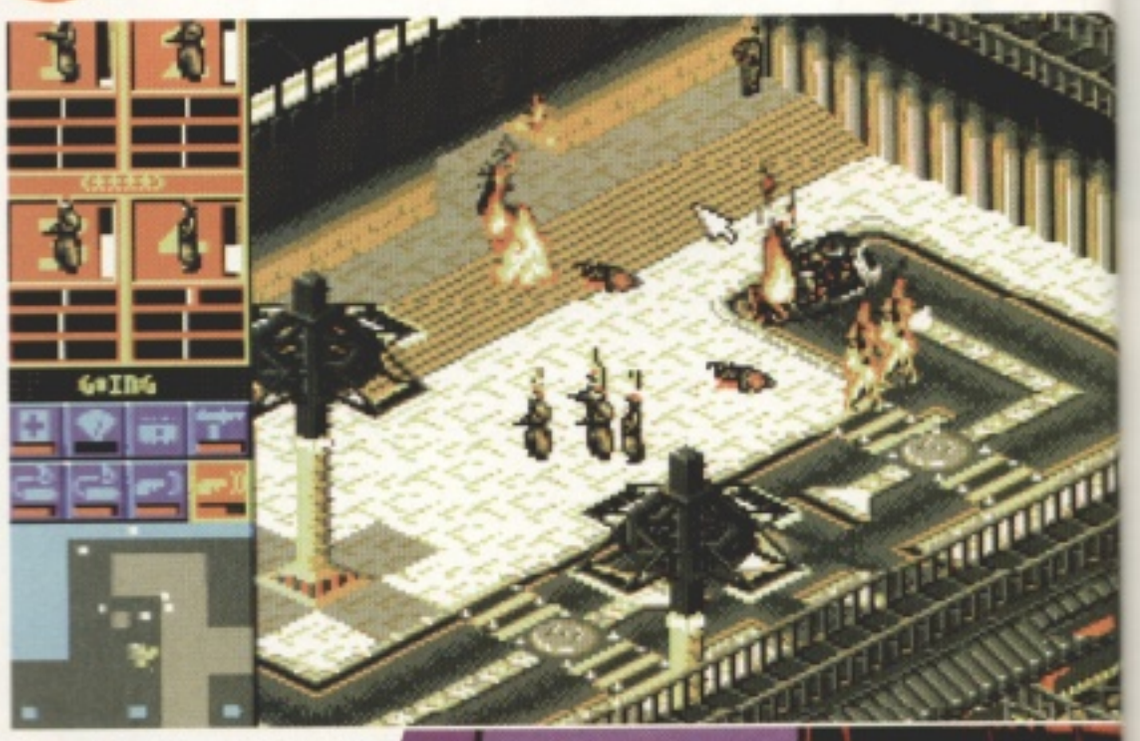
Gun Lock (Taito)

SUPER PLAY Interview

IS VIOLENCE GOLDEN?

By James Leach

CANNON FODDER AND SYNDICATE ARE BOTH COMING OUT ON THE SNES. BUT BOTH GAMES ARE HIGHLY VIOLENT. SO HOW WILL THE SOFTWARE COMPANIES DEAL WITH NINTENDO'S 'FAMILY GAMES' POLICY?



Above: Travel to exotic locations. Visit attractive cities of the future and destroy them.

And destroy a sort of UN building-type establishment as well. *Syndicate* is the sort of game where you get urges to damage international institutions.

'There are still loads of guns and people.'

SYNDICATE: Bullfrog

Set in the seriously distant future, *Syndicate* is a nightmarish vision of a world controlled entirely by three huge corporations. Every person is like a cog in the big machines which these corporations run. There is no escape, especially as the corporations have inserted mind-controlling software into the populace. You, as a member of a crime syndicate, must infiltrate the upper echelons of the corporations and slap the bot of the big baddies. To do this you must travel through 50 cities, doing a mission in each, which could be an assassination, kidnap or a bit of mind-control.

The game is viewed in 3D (as long as you use both your eyes), and you control your guy as he wanders around blasting things, controlling neutrals and blasting things (again). There are loads of weapons you can use, ranging from shotguns to Gauss rifles that haven't even been invented yet. To negotiate each city, you'll need to be vigilant, violent, smart (there are lots of tricky puzzle elements) and fast.

It's an absolutely rivetting game, packed with good old mayhem and outright violence, that was showered with praise when it appeared on the PC and Amiga. And now it's heading for the Super Nintendo, with a full clip, plus grenades.

WHAT BULLFROG SAY

Super Play talked to Peter Molyneux, managing director of Bullfrog.

Q Will the SNES *Syndicate* be virtually the same as on the PC and Amiga?

A Yes. Generally, it's very similar. We've redesigned all the levels, and have targeted it slightly more for a Super Nintendo audience, which is younger than, say, a PC audience. It's set further into the future than the other versions, but not so as you'd know. We've kept the game massive, and we've got all the weapons you could use in the other versions. It's even got the same front-end as the Amiga version. (*Very, very impressive – Ed.*)

Q What have you cut from it?

A Well Nintendo didn't like the idea of being able to kill innocent people, so because the game is set further into the future, we've made everybody in the game cyborgs. So apart from yourself, there are no humans. The cyborgs operate exactly like people, but they are effectively machines with flesh on the outside. And we've lost little things like the prams you could set on fire and stuff.

Q Does the game suffer?

A No. It would have been nice to make it 'realistic', with people in the cities, but we couldn't, obviously. The game won't suffer, though, because there are still loads of guns and loads of people, even if they are synthetic. We've put a lot of work into this version, and it's playing beautifully. So no; it doesn't suffer at all.

Q Are there any other changes from the PC and Amiga versions?

A Apart from the 50 totally new cities and missions, we've added a two- and four-player option and a versus mode, so you can fight against other players or work as a team. We've made the joypad control your man directly, rather than leading him around with a mouse, and we've used the extra buttons to speed things up and make it slicker to use.

There's also a training mode in which you visit a randomly-generated city to test your weaponry. Not even the PC version had this! Oh, and we've done a few cosmetic changes in that the people – sorry – cyborgs are bigger and clearer on the SNES. They're still as intelligent, though. If you draw a gun, you'll see them scarper (unless they're police, in which case they should ideally charge towards you shouting things like 'Hey, you. Please desist', and 'Back off, Tosh; he's mine!'). Er, overall, the SNES *Syndicate* has more features than any other version. It's got to be said that we've taken the game from the Amiga and PC and we've made it made it better.

CANNON FODDER: Virgin

There are no good wars. Er, with the exception of the *Star Wars* trilogy (as Bart Simpson says). But there are quite a few good games about it on various computer formats. The SNES, however, doesn't tend to cater for those with a military disposition, primarily because Nintendo players have traditionally been seen to be into RPGs, *Mario* and the odd space blaster.

Apart from *Total Carnage* and *Wolfenstein 3D*, we can't think of any army-type running-around-shooting-things-games. But now *Cannon Fodder* is coming to the Super Nintendo.

In the game, you get a squad of little blokes who are given missions in jungle, desert, arctic conditions, heathland and even underground. They must blast away any enemies they chance upon, and obviously avoid return fire, booby-traps and bombs. It's fast and tough, and as more men join your squad to replace the ones who have been blasted to bits, you are forced to continually reappraise your tactics. As everybody in the game has got a name, you also tend to mourn your losses more than if the characters were totally anonymous.

The Amiga version of *Cannon Fodder* was originally going to have a poppy on the box-cover, and was to have been released on Remembrance Day, but objections were raised by war-veterans amongst others, and this idea was dropped. *Cannon Fodder* on the SNES is to be released this Summer.

WHAT VIRGIN SAY

Super Play talked to Peter Hickman, the software producer responsible for the Super Nintendo version of *Cannon Fodder*.

Q How has Nintendo's policy of cutting scenes of extreme violence and gore from their games affected the development of *Cannon Fodder*?

A *Cannon Fodder* is a violent game. It's a depiction of war so it can't really be anything else. So Nintendo's ruling is a major problem. But at the end of the day, *Cannon Fodder* is just another shoot-'em-up, albeit with a great many creative and original features. In many ways it's akin to *Total Carnage* and *Smash TV*. The blood will be removed, but the game certainly didn't rely on that blood to make it work.

The violence is OK; it's just the blood that Nintendo don't like. And *Cannon Fodder* is a tongue-in-cheek game anyway. It's not meant to be taken too seriously.

Q Will SNES owners get any bonuses to make up for the loss of blood, as it were?

A Yes. They're getting about 30 extra mission phases to complete, plus we're introducing five characters who will appear throughout the game. They'll be doing amusing things in the background, and you'll see them getting awarded medals and so on.

In addition, the graphics have been redrawn, recoloured and enhanced, and there are more samples and speech.

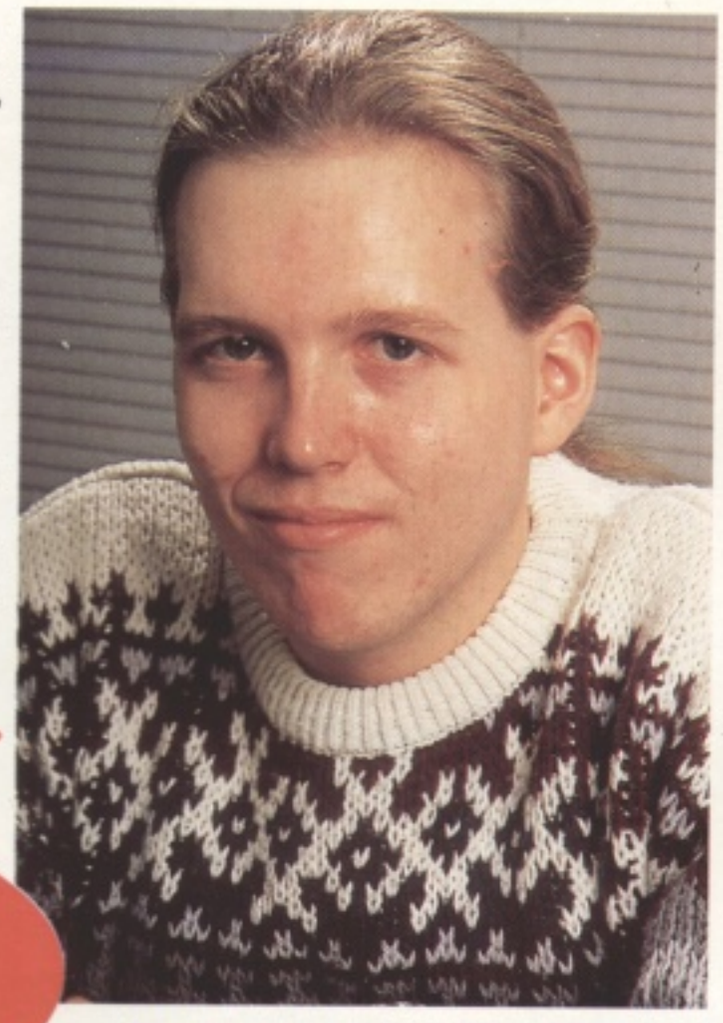
Q Are you prepared for criticism of the game's theme when it comes out?

A Many games portray graphic violence negatively. Gross acts are shown, and these are rightly seen by many as violent and anti-social. So, naturally, there's a fuss about the effect these might have on children and so on.

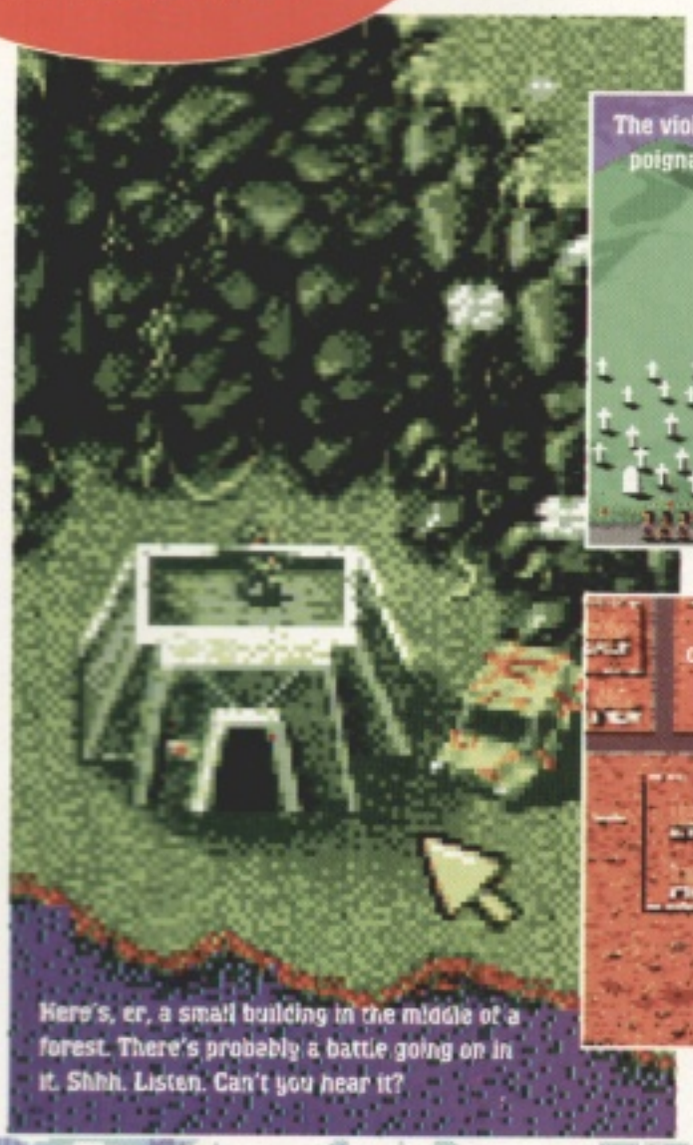
Cannon Fodder, however, is designed to show the futility of war. 360 of your men can die in the first half of the game. It sounds a lot, but patently this is nowhere near the real numbers killed in armed conflict, so by playing, you'll see how brutal and pointless war really is.

But the violence in *Cannon Fodder* is, as I've said, no worse than in many games, and it's tame compared with loads of comics and cartoons. Newspapers and documentaries tend to hype the violent aspect of all video-games, which is unfair. That's why I'm in favour of the ratings system now in place. It's not perfect, but at least it'll get some perspective back to the whole thing. And the ratings should provide a guide for parents who buy games for their kids without knowing exactly what the game is like (see page 6 for more ratings info).

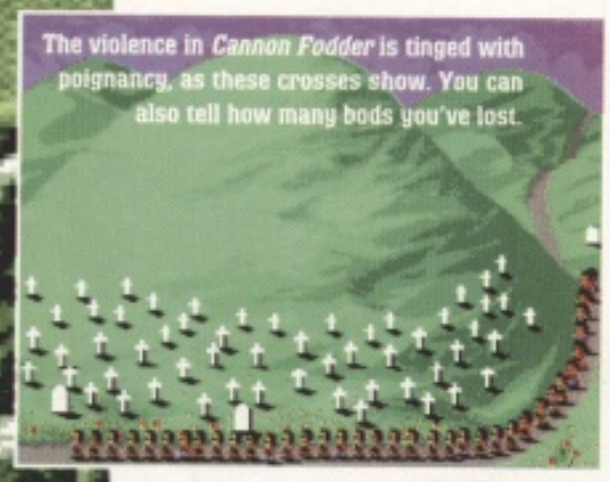
'Cannon Fodder is designed to show the futility of war.'



Peter Hickman and his jumper answer our questions.



Here's, er, a small building in the middle of a forest. There's probably a battle going on in it. Shhh. Listen. Can't you hear it?



The violence in *Cannon Fodder* is tinged with poignancy, as these crosses show. You can also tell how many bods you've lost.

Lay waste to massive tracts of land with complete impunity. And laugh as you do it.

Part of the modern battlefield; a helicopter. Can you think of a battle without helicopters? Yes, well obviously there weren't any helicopters at Agincourt, or Hastings.

ONWARD VIRGIN SOLDIERS

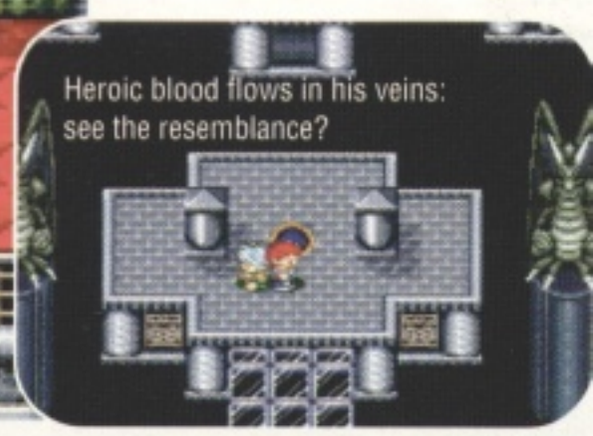
LUFIA AND THE FORTRESS OF DOOM

The Japanese RPG *Estopolis* gets an English translation for the American market. Hurrah?

A hundred years ago, four evil spirits called the Sinistrals were vanquished by four heroes in a magical battle. Now it seems the Sinistrals have returned, and four new defenders must assemble to protect the world again. Unfortunately, after so many years of peace, the return of monsters finds the people unprepared...

... and living a beatific existence. Th
hero is a militarist who believes i
unilateral defence, not daisy chains

The four new heroes and heroines together at last. Jerin, Aguro, Lufia and, er, Zy. Well, look, I had to type my name in to start, okay?



US Release

Game: Lufia (And The Fortress Of Doom)
Publisher: Taito
Developer: In-house
Price: £49.99
Release: Out now
Players: 1
Cart ROM: 8 Mbit

Immense gratitude to Zap Computers on (0532) 590077 for the loan of this cart.

TALK SHOP

The philosophy of Lorbenia is 'I shop therefore I am'. JRR Tolkien meets M&S, if you will.

You can buy cuddly pigs and bears, jewellry, dresses, hairbands – and if your plate mail doesn't fit then you can take it back and exchange it.

Keep a tight grip on your purse strings – that little kid will 'bump' into you.

In truth, he's a pickpocket who runs off with your cash. Catching him, the hero suggests National Service.

Happily, Lufia understands the social factors involved. Her mercy is later repaid.

Some error of scale here, surely?

When I get screenshots of the fight sequences, Lisa always cuts out the statistics bits and uses the pretty pictures. Honestly, I despair.

Two Mad Knights and a Giant Frog confront you. Use your intelligence and remember that those who wear metal armour...

... are incredibly prone to electrical attacks. These sequences look pretty tasty, on the whole.

Similarly, this Efreet looks like he can roast you alive. He's no match for a bucket of water, though, so use those Flood spells.

Regrettably, all the towns and villages are homogeneously assembled from identical shops and houses. Only a few of them stand out, like the port of Treck here. The villagers all look the same, too.

GOOD, BAD OR UGLY?

Lufia & The Fortress of Doom

When *Lufia* slipped uninvited onto my desk I felt pleased, but vaguely typecast. A good RPG should work for everybody, so shouldn't someone else review them occasionally? In fact, I told James as much. He, in turn, threatened to publicly reveal my dark and shameful past of D20s, floor plans and half-painted lead miniatures. My argument evaporated.

If you're familiar with RPGs and really want to get the most out of *Lufia*, then for heaven's sake DON'T READ THE MANUAL. As some sort of concession to novices, it contains a walk-through guide that takes you through no less than 41 (!) of the 50 locations and gives away all of the little surprises and fantastic modes of transport you'll encounter. There's also a map, so that you don't need to explore any of the wilderness; and an items guide, which reveals the exact nature, purpose and strength of all the weapons and magical objects you'll find along the way. Read through that lot and there's practically no reason for playing the game at all.

Ironically, newcomers still won't have an easy time getting started. Before the game proper begins you're given control of the four heroes of olden times and dropped into the middle of an historical battle with the Sinistrals. This gives you a chance to muck about with super-powered characters, but it also ruins the fun of learning new spells and developing your party later on. The combat system is statistics-based and pretty similar to any other RPG: the game pauses whilst you decide whether your party fights, defends, casts spells or runs away. The joypad makes it quick and easy to control, but it's let down by an erratic initiative system which makes it impossible to guess the order in which combat actions take place. One round you're doing fine, the next round you've taken six consecutive hits without a chance to heal yourself.

My real disappointment with *Lufia* is the storyline, which has been completely neglected. It doesn't take amazing graphics or high speed processing to come up with an imaginative and compelling plot, but *Lufia* somehow manages to be completely run-of-the-mill and devoid of any new ideas. Talk to the villagers, storm the nearby tower/cave/temple and fight the evil boss to liberate the key/gem/sacrifice which gets you to the next location. Pages of dialogue are exchanged by the characters but much of it borders on the banal. I quickly forgot the people I'd talked to and places I'd been – the most memorable scene is, would you believe, when Lufia goes shopping for dresses in Lorbenia. A strange state of affairs, you have to admit.

I'm being a little harsh because I know that the future of RPG translations will depend on the success of early entries like this. Cart sales will be gauged to see if there really is a market for the stuff here in the West. *Lufia* happens to be okay as it goes, but it's certainly not the representative for which we could have hoped.

● Zy Nicholls

GRAPHICS	SOUND	GAMEPLAY
81%	70%	83%
GAMELIFE	OVERALL SCORE:	
76%		79%

VERDICT: It's not 'up there' with the likes of *Final Fantasy* on the High Shelf of Quality, but it's good enough to avoid gathering dust under the Mattress of Iniquity.

After perfecting his role-playing finesse in stage productions such as *The Vicar's Daughter*, who better to test the latest RPG than Tony Mott?

ALCAHEST

Japanese Release

Game: Alcahest
Publisher: Squaresoft
Developer: HAL Laboratories
Price: £50
Release: Out now
Players: 1
Cart ROM: 8 Mbit

Manifold thanks to Zap Computers, (0532) 590077, for the loan of the cart.

GOOD, BAD OR UGLY?

Now I'm no unhinged dice-rolling fantasy gaming urch, but I've recently realised that the cream of Japanese-origin RPGs, action-based or otherwise, have been responsible for the most entertainment I've ever had in the company of a SNES. Yes, I said RPGs. You only have to sit through hours of *Secret Of Mana* phoned-in questions on a Thursday afternoon to realise the full impact these games have on people's lives. And rightly so. They're great, after all.

So, having elevated this kind of thing to its deserved pedestal, does Squaresoft's latest contribution ascend to the astral heights of *Zelda* and co? Well, it certainly has enough Japanese style to make it; visually, its blend of attractive 'scapes, effects and dynamic hero-types are enough to make even *Mana* blush. There's nowt wrong with the way it plays either, it all works smoothly, thanks to its action-heavy slant and flowing level design.

Things start running aground somewhat, though, in delivering that cornerstone of games of this type: all-round puzzley-type challengeness. You see, there isn't really any, the most brain-taxing parts involve remembering where you have and haven't been, and trying not to walk around in circles (which initially happens a lot). There's no piecing-together of clues, upgrading experience levels or proper interaction with the other characters. Which is probably why I was actually able to review the thing, bearing in mind all the text is in Japanese.

Broadly speaking, *Alcahest* is to *Lufia* what *Soul Blazer* is to *Final Fantasy 2*; a shallower little brother with lesser ambitions but some worthy ideas. Ideas which, in the right environment, could have helped to make a cracking game.

● Tony Mott

GRAPHICS	SOUND	GAMEPLAY
86%	74%	69%
GAMELIFE	**OVERALL SCORE:**	
69%		69%

VERDICT: As a great-looking slasher/blaster with clever power-ups, this works wonderfully. Anyone expecting much more, however, will be disappointed.

THE ENEMIES WITHIN

In the same way night inexorably follows day, fantasy RPG games always feature end-of-level guardians. Thankfully, *Alcahest*'s examples are something of a saving grace – all big, tough and weird-noise-making, they are.

Right: Our hero uses a powered-up swipe in an attempt to strike his foe. And misses.

Below: The first 'real' end-of-level baddy. He wears asbestos swimming trunks.

Above: Time to call it a knight, I think. Sorry.

Right: Red mohawks are all the range 'round these parts.

COPY CRIMES

The programming pool of ideas is obviously drying up of late. Join me, if you will, as we locate the guest stars of *Alcahest*, and smile nervously as we pretend that we've never seen them before...

Below left: That standard container of all things good, the oaken chest. Gosh.

Can it be? Monsters coming out of the floor!

Look! A lamplight effect! Where *do* they get this stuff?

Right: I don't believe it! Another chest! But no, this is, wait for it, a bad one!

graham taylor not included!

"Virtual Soccer is the most rounded and playable footie game to date" - NMS: 93%

"...even better than Striker" - Super Play

"... In my opinion this is the best footie game yet."-Super Pro

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- A choice of three pitches: Top view, Side view and Flat view.
- An international selection of 24 teams that vary from super tactical to downright dirty.
- Detailed graphics and animations.
- A variety of formations to choose from.
- Variable weather and pitch conditions.
- Player injuries.
- Realistic penalty shoot-outs.
- Intentional fouling.
- Five different referees ranging from blind to Spartan.
- Individual statistics including Kick Power. Stamina and Speed.
- An after-match analysis.

Need we say more?

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SUPER NINTENDO
PAL VERSION

POP'N TWINBEE: RAINBOW ADVENTURE

Just when you thought there couldn't possibly be any more platform games, Konami release another one. Oh, hurrah.

A CAST OF THOUSANDS

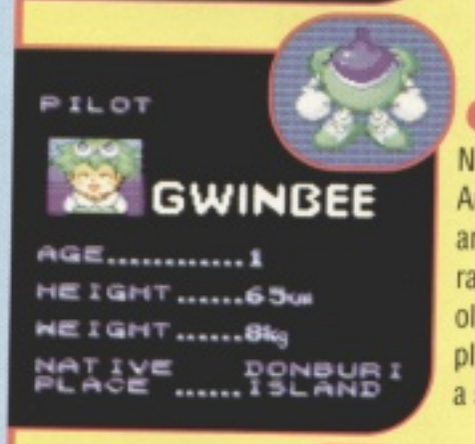
If you count all the little baddy sprites, that is. Alas, we know the names of just four.

Twinbee

A small person (just over 5ft), known for his fondness of haiku poetry and mallets. The fat blue thing in trainers is actually his spaceship.

Winbee

Another small person, famous for her extraordinary carpentry skills and her whip. Her ship is pink and a little bit soppy, though.



Gwinbee

Not a person at all. And not very big. And armed with just a small rattle. Still, only a year old and already the plucky sprog can pilot a ship. Not bad, eh?

The bad geezer

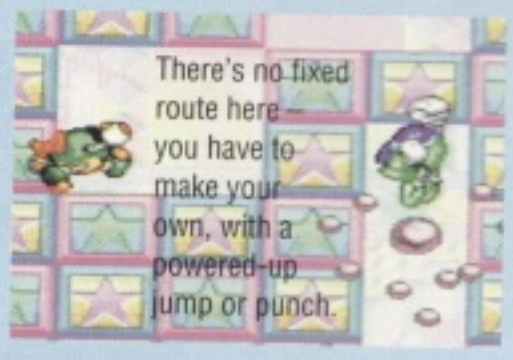
A nasty man in a white coat. Probably has something to do with the design of new generation non-bio washing powders.

Dr Evilbadperson has stolen the magic rainbow bell which makes everything lovely and our heroes must return it. They've got to navigate a variety of worlds, disposing of the evil fellow's hench-things as they go. Dead hench-things release coloured bells which can be collected for a variety of very useful power-ups.

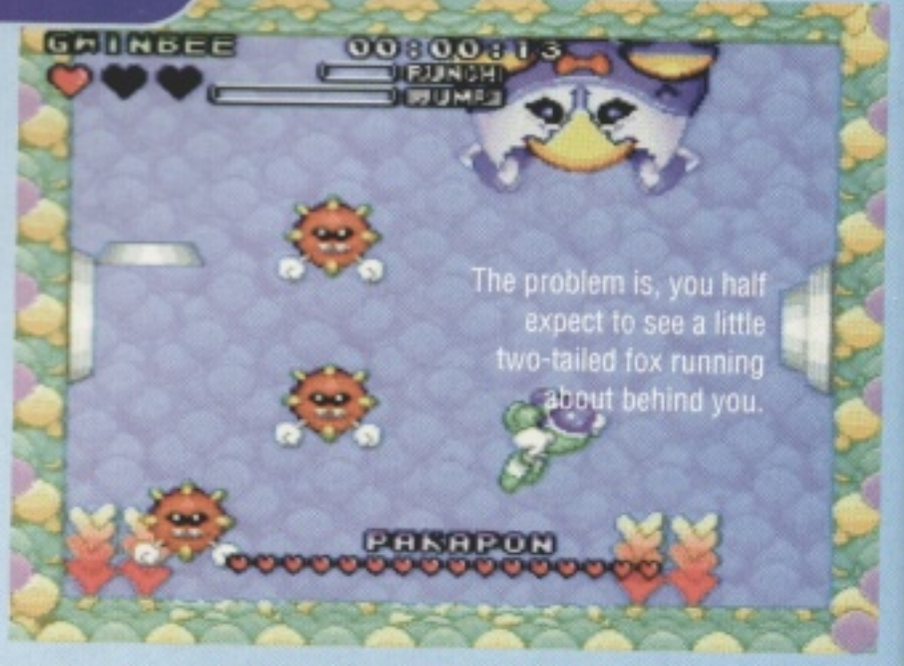
UK Release

Game: Rainbow Bell Adventures
Publisher: Konami
Developer: In-house
Price: £44.99
Release: April
Players: 1 or 2 simultaneously
Cart ROM: 8 Mbit

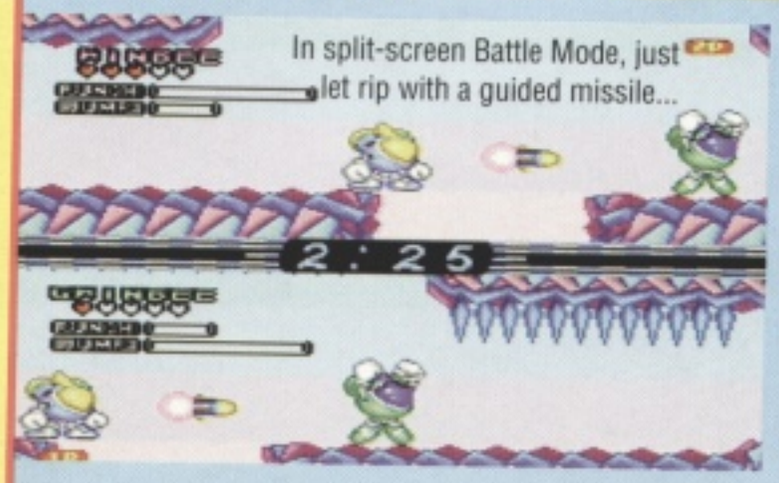
Cumulo nimbus – it's the only way to travel.



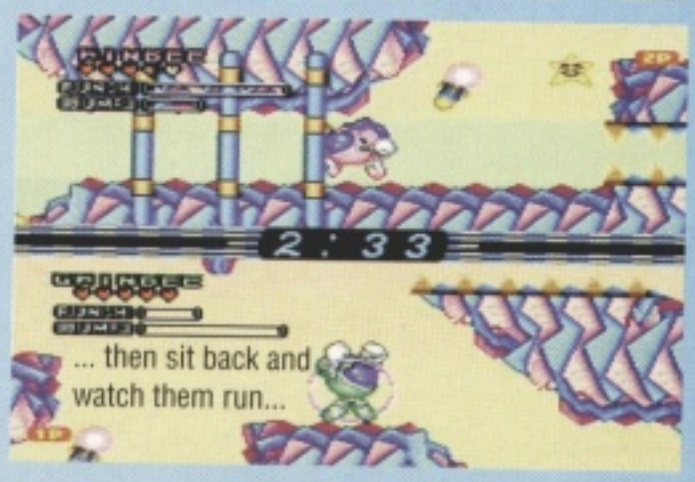
There's no fixed route here – you have to make your own, with a powered-up jump or punch.



The problem is, you half expect to see a little two-tailed fox running about behind you.



In split-screen Battle Mode, just let rip with a guided missile...



... then sit back and watch them run...

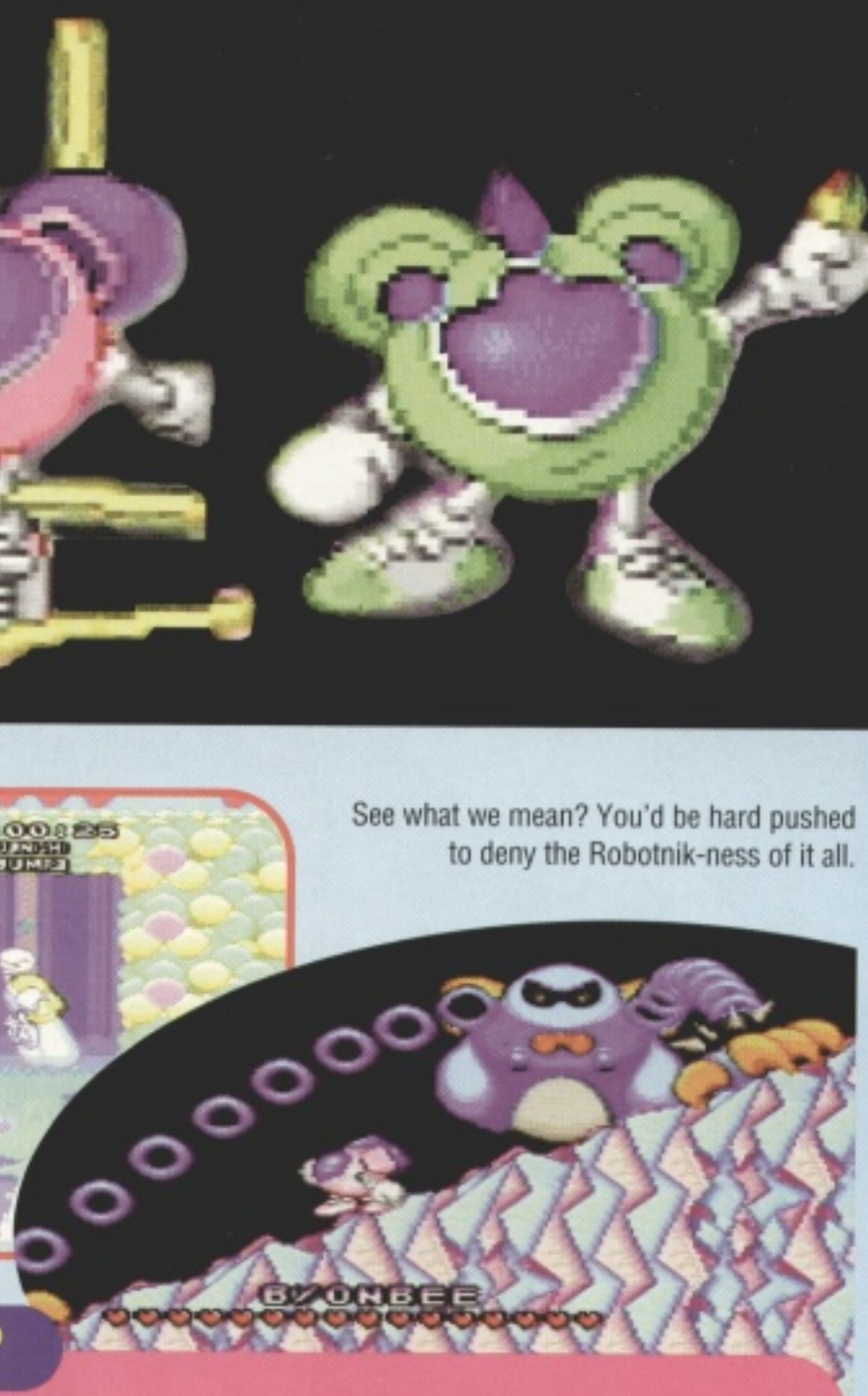
V BELL URES

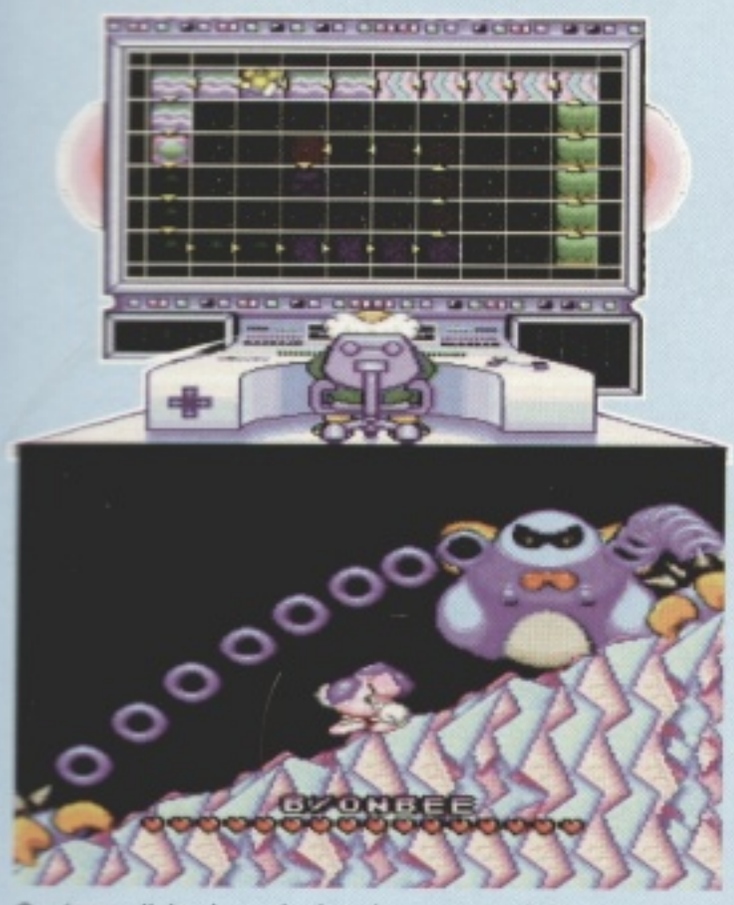
EVERY BUTTON TELLS A STORY

Your ship has so many special abilities that we can't even begin to... Oh, alright then. Just a few.

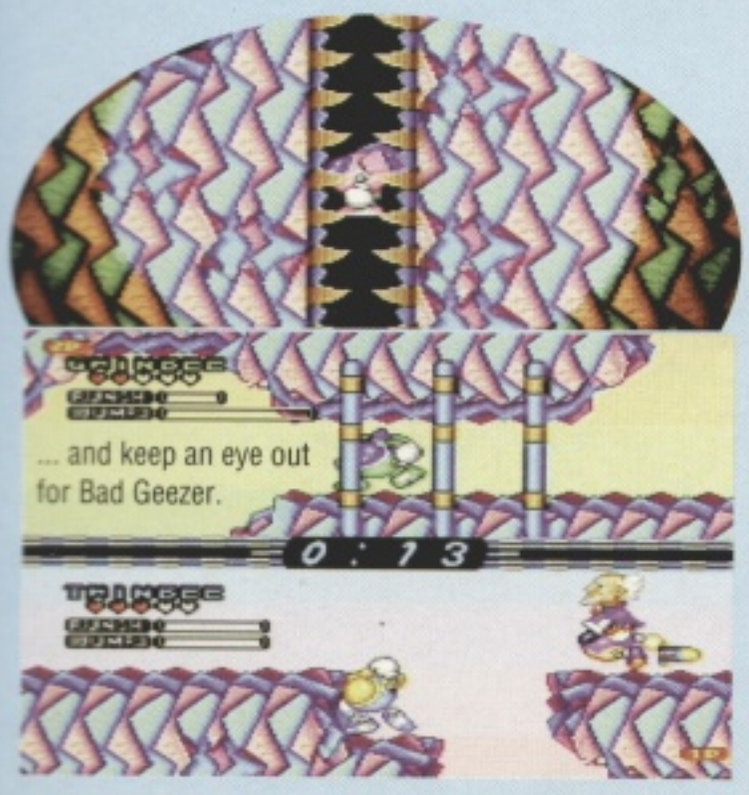
Hold the 'jump' button and select your direction, then release the button and shoot off like a whatsitsname out of thingummy.

Hold the 'attack' button for a while and release it for a jolly big biff.





Sonic parallels abound: charging-up speed, transport tubes (below), collecting bells (rings) and mutated animals. Even the graphics are reminiscent of *Sonic 2*.



See what we mean? You'd be hard pushed to deny the Robotnik-ness of it all.

GOOD, BAD OR UGLY?

Whatever happened to parlour games? They probably disappeared along with all the parlours, really, if you think about it. Or perhaps they've been replaced by 'dinner party games' (what a revoltingly twee thought). Many of them were simple little things designed to provoke conversation, but they'll probably never make a comeback, unless someone writes the rules on a sheet of laminated card, puts it in a big colourful box and sells it for £27.99.

Anyway, one of the popular ones involved describing your own private hell. For me hell would either involve being stuck in the food hall in the Marble Arch branch of Marks & Spencer in the week before Christmas, or having to review nothing but platform games until the Apocalypse (that'll be next Thursday at 3pm, by the way).

It's not that I don't like them. In point of fact I love them. Some of my very favourite games are platform games. But I take my work seriously and I like to try to find something new and entertaining to say in every review I write. I like to think of myself as an intelligent, imaginative and articulate person, but what on earth is there left to say about platform games? Really, I mean what?

In fact, to save you the effort, I looked myself. I've carried out a statistical survey on all the platform game reviews ever written and I've found that the only words that have never been written about platform games are 'aubergine', 'perspicacity', 'plumpness' and the phrase 'if the payments are amortised over a period of six years'. Not very helpful, really.

Still, I'm game. *Pop'n Twinbee: Rainbow Bell Adventures* is rather derivative. In fact, you'd have to be a visitor from Planet Clueless to fail to spot what we might call 'the hedgehog connection'. It's still got that *Pop'n Twinbee* style, of course, but stopping to collect falling bells is somewhat at odds with the speedy platform ethic. In fact, a number of compromises and 'safe bet' clichés in the level design have reduced the quality of what could have been one of the more original releases from Konami this year.

Nevertheless, it's still an addictive and reasonably enjoyable platform romp. It has that magic ingredient that makes you keep going back for more and smiling every time you do. It's quite straightforward, but some parts are tough enough to keep hardened gamers occupied for a little while at least. Many players will have the perspicacity to realise that the aubergine will retain its plumpness only if the payments are amortised over a period of six years. And I enjoyed it very much, thank you.

● Tim Norris

GRAPHICS	SOUND	GAMEPLAY
86%	78%	77%
GAMELIFE	OVERALL SCORE:	
60%		70%

VERDICT: 'Cute' is a nasty word but an apt one – I even enjoyed the giggle that greeted me every time I started a new level. Unfortunately, the chances are that you've already got something that does the job just as well, if not better.

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SNES

SONY
IMAGESOFT

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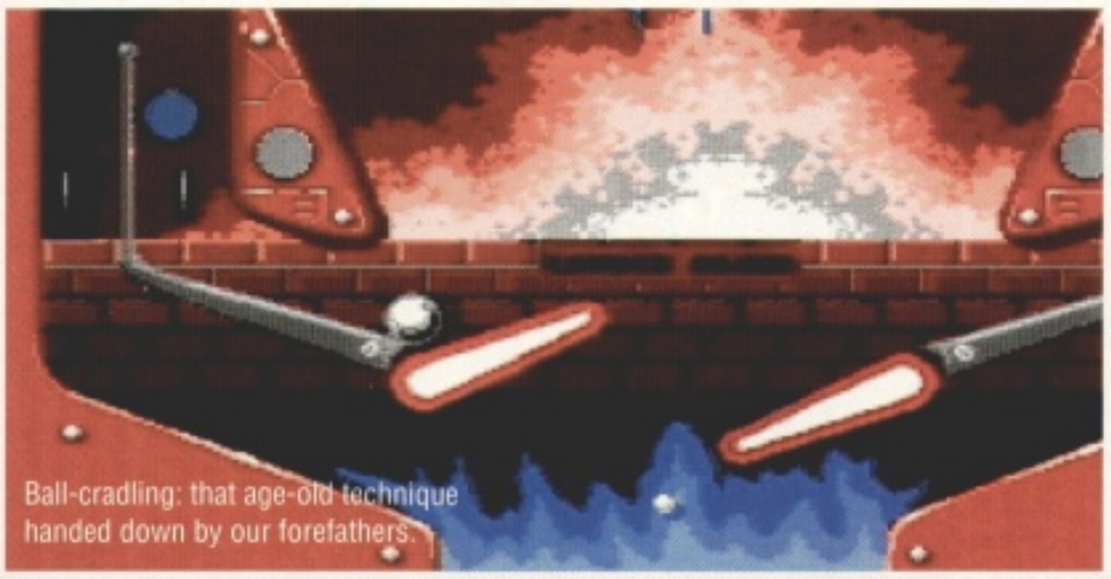
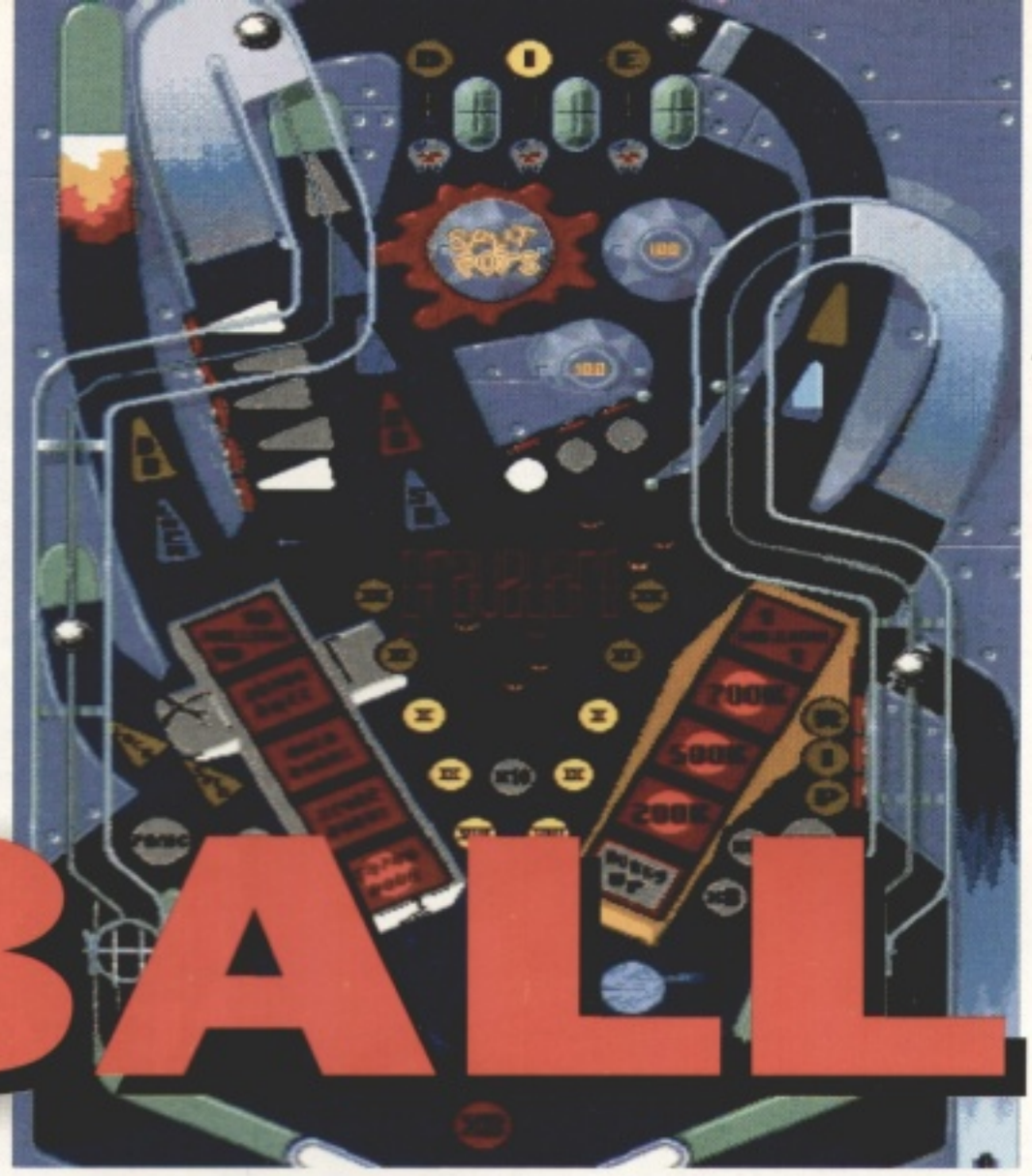
Tony Mott nearly bought a pinball table recently. Then he started work on *Super Play*. And couldn't afford one any more.



Ball-cradling: that age-old technique handed down by our forefathers.



PINBALL DREAMS

The Graveyard table, arguably the best of the four available, includes more ramps and bumpers than most inner-city tyre and exhaust fitting centres.

UK Release

Game: Pinball Dreams
Publisher: Gametek
Developer: Spidersoft
Price: £44.99
Release: May
Players: 1 to 8
Cart ROM: 8 Mbit

A table. With a little silver ball on it. Exciting stuff indeed.

Disappointed at the lack of a multi-ball feature, I made my own. Lovely.

GOOD, BAD OR UGLY?

I'm not sure why my love affair with real pinball has recently undergone a rekindling. Perhaps it's the increasing complexity of new tables, introducing more coo-worthy special effects than a Silicon Graphics seminar. No, probably not. It could be an unconscious desire to return to traditional values in a gaming world dominated by digital imagery shifting around monitor screens. Nah. Maybe it was rediscovering the extreme vein-widening adrenaline rush experienced right from the initial plunger-striking-ball motion until roughly five seconds later, when said ball careers inexorably toward that cruelly calculated gap between the flippers. Yeah, that must be it.

Sadly, *Pinball Dreams* left me largely unstirred in the adrenaline department. The obvious problem with video game pinball is the lack of screen area with which to represent the expanse of a real table. A scrolling view of the table forcing a reduced ball speed means that, instead of being tense, playing becomes casual which is something pinball should never be. *Jaki Crush* partially overcame this by using smaller features thus achieving more table on-screen, whereas *Pinball Dreams*' counterparts are positively jumbo-sized. This initially creates an uncomfortable playing experience as you gently 'feel' your way around the table, but with familiarity it transforms from being a bad point into just another facet of the game.

Ball movement is a crucial factor to a successful pinball game. The programmers have got it about right, except that, during prolonged periods of play on certain tables, I began to notice patterns developing which hinted at potential flaws and/or limitations in the ball logic routines.

The table surface designs are weak, sub-pastelly efforts which, considering the scope of the subject matter, is unforgivable. I don't understand why programmers aren't given more freedom when converting from computer to console like this. It really is a missed opportunity.

Things probably aren't as bad as I'm making them sound. *Pinball Dreams* is a fairly solid conversion and is at least as good as its only current competition, *Jaki Crush*. But consider another pinball experience available for £45 – at least 405 balls-worth of the real thing down the pub. I know what I'd rather be doing.

● Tony Mott

GRAPHICS	SOUND	GAMEPLAY
69%	75%	79%
GAMELIFE	OVERALL SCORE:	
66%		75%

VERDICT: An utterly perfunctory conversion of an overrated 'hit', which was crying out for major improvements during its journey to the SNES. But no-one was listening.

SUPER PUYO PUYO

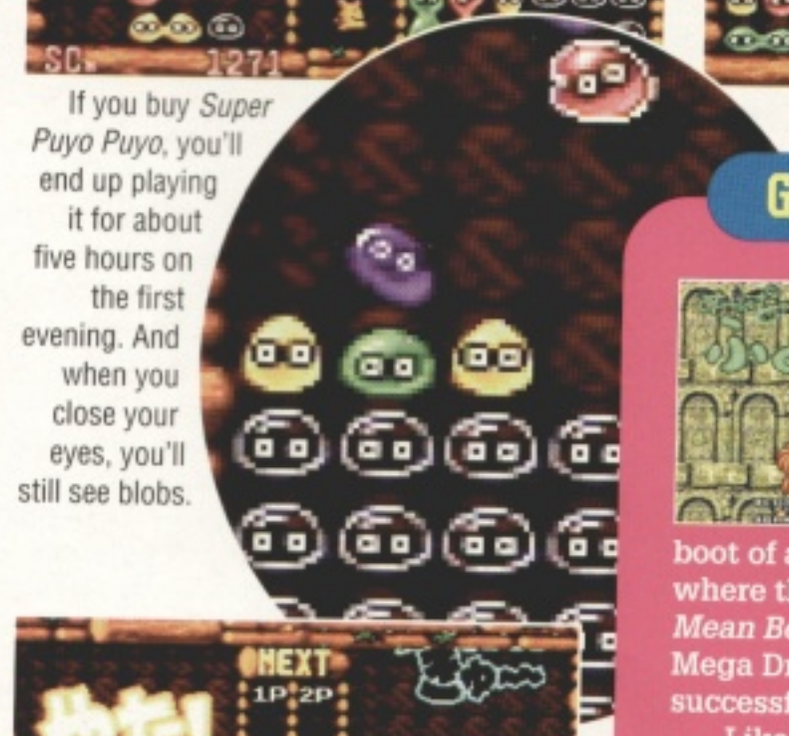
勝負？　ま、まさか
美少女コンテスト？！
'Prepare to fight, evil cute anime girl!'
'Your angel-mutating antics can't win!'
'Even your limbless pets can't help!'
'Ha! Not even turning me into
an undead hell-fiend will do the job!'

If you're the player on the right, this bit of the game isn't much fun. You know you've won and the game is over (virtually). All that's left is to commiserate with the loser and force them to have another go. Sellotaping™ their hands to their joypad is one idea.

The name says it all. Super, meaning great or smashing. Puyo, meaning balls that drop from the sky and merge with ones of the same colour. And Puyo, meaning game.

If you buy *Super Puyo Puyo*, you'll end up playing it for about five hours on the first evening. And when you close your eyes, you'll still see blobs.

It's nice to see the guy on the left doing well.



GOOD, BAD OR UGLY?

This game has been hijacked. With a callous disregard for the cute Japaneseness of *Super Puyo Puyo*, Sega nabbed it, bundled it into the boot of a car and drove it to waste-ground, where they renamed it *Doctor Robotnik's Mean Bean Machine*, converted it to the Mega Drive and flogged it. Remarkably successful it is too.

Like all good puzzles, the idea is very simple. And like all good puzzles, it involves little coloured blocks falling from the sky. In this case the blocks are little blobby characters with eyes. They drop down in sets of two, and you must arrange them in stacks at the bottom.

Blobs of the same colour merge together in a Plasticine™-like way, and build up

Japanese Release

Game: Super Puyo Puyo
Publisher: Banpresto
Developer: In-house
Price: £55
Release: Out now
Players: 1 or 2
Cart ROM: 8 Mbit

Thanks to Zap Computers, (0532) 590077, for the loan of the cart.

THE PUYO PUYO GANG

For some reason, Banpresto have seen fit to pepper their simple puzzle game with a story. Being all in Japanese, it's not that easy to decipher, but it involves a fish, a mummy, several cute kiddies and a fairy/angel character.

But although *Super Puyo Puyo* doesn't need the story to make it completely great, these quirky, bizarre characters add to the game rather than detract. For example, whether you play against the SNES or another person, you're assigned a character. If you lose, that character cries on screen, and is taunted by the winner. If you win, you might do a little dance or something. And the game is better because of all this.

Below: Those bubbles will make your blood pressure hit the roof.

Left: All the characters line up to take you on. Beware, though. They become immensely tough.

Ha! What a complete git.

Cute, but a git as well.

Similar to the one above.

A crying skull, apparently.

An aggressive fish. Fine.

HOW TO DO WELL

First things first. It's no good just making lines of four and leaving it at that. You've got to make lines of four which cause other lines of four to happen. Chain reactions, that's the thing – it mucks up the other guy.

Left: You see how the... er... Oh. Player 2 has won. Must've done exactly what I said, then. Look at all those lovely dead blob things.

Aha! That big blob turns up occasionally when you're in one-player mode. And terrifying it is too. Look at it. I mean, look at it!

That little star is called a ninji, and it, er dances around in the middle for most of the game. But here you see it, er, dancing around in one of the playing areas.

Look! It's that big blob again. Quick! Get a decent screenshot of him before he vanishes! There! Got him, just as he bounces out of view.

until there are four in a row. Then they vanish, and all the ones on the top shuffle downwards. The four-in-a-row connections don't actually have to be in a straight line. L-shapes are acceptable, as are steps. The only thing that doesn't work is diagonals, because the little blobby fellows can't merge into each other like that.

So far, so not-very-difficult to understand. That's the beauty of *Super Puyo Puyo*. The first time you play it, you'll think you've got it sussed. But there's more. Much more. Every time you manage to get a group of four like-coloured blobs together, and they disappear, a bubble drops onto your opponent's screen. These bubbles are neutral blockers, if you like, and can't be matched up with any blobs to get rid of them. They only vanish when you make a foursome on top of, or next to them.

And the fun bit is when you get five or, heaven help us, a massive six in a row. If you manage that, a full row of bubbles will drop down, giving your opponent a headache of Trotskyist proportions.

But best of all is the chain reaction. This works when you get a row of four, which disappear, dropping those above into another row of four. If you're incredibly clever/lucky, you can get three chain reactions (although four isn't impossible). Each time, an excited Japanese voice is heard and you see loads of bubbles massing above the enemy's stacks. Three chain reactions drops three bubbles on every column in your opponent's screen, and is virtually unbeatable.

All this makes *Super Puyo Puyo* completely great. It's utterly, utterly addictive and once you play it, you'll be desirous of owning a copy with all possibly rapidity. Oh, and no word of a lie, it's also better than *Dr Robotnik's Mean Bean Machine*.

● James Leach

GRAPHICS	SOUND	GAMEPLAY
71%	73%	92%
GAMELIFE	OVERALL SCORE:	91%
91%		

VERDICT: It's just so incredibly playable, is *Super Puyo Puyo*. (In fact, it's the most-played game in the *Super Play* office this month, apart from *Tetris Battle Gaiden*, of course.) The have-another-go factor is off the scale, and the more you play, the deeper the game will become. Consoles were made for games like this.

UK Release

Game: Humans
Publisher: Gametek
Developer: Imagitek
Price: £44.99
Release: Out now
Players: 1
Cart ROM: 8 Mbit

HUMANS

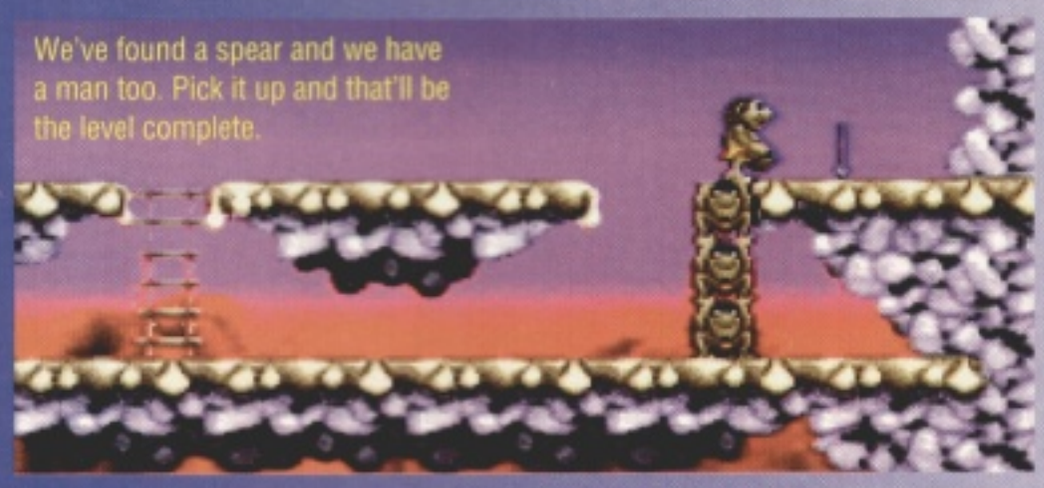
Here's a game stuck in a time warp. Not only is *Humans* based several million years ago, it takes several million years to play. Well, it sure feels that way.

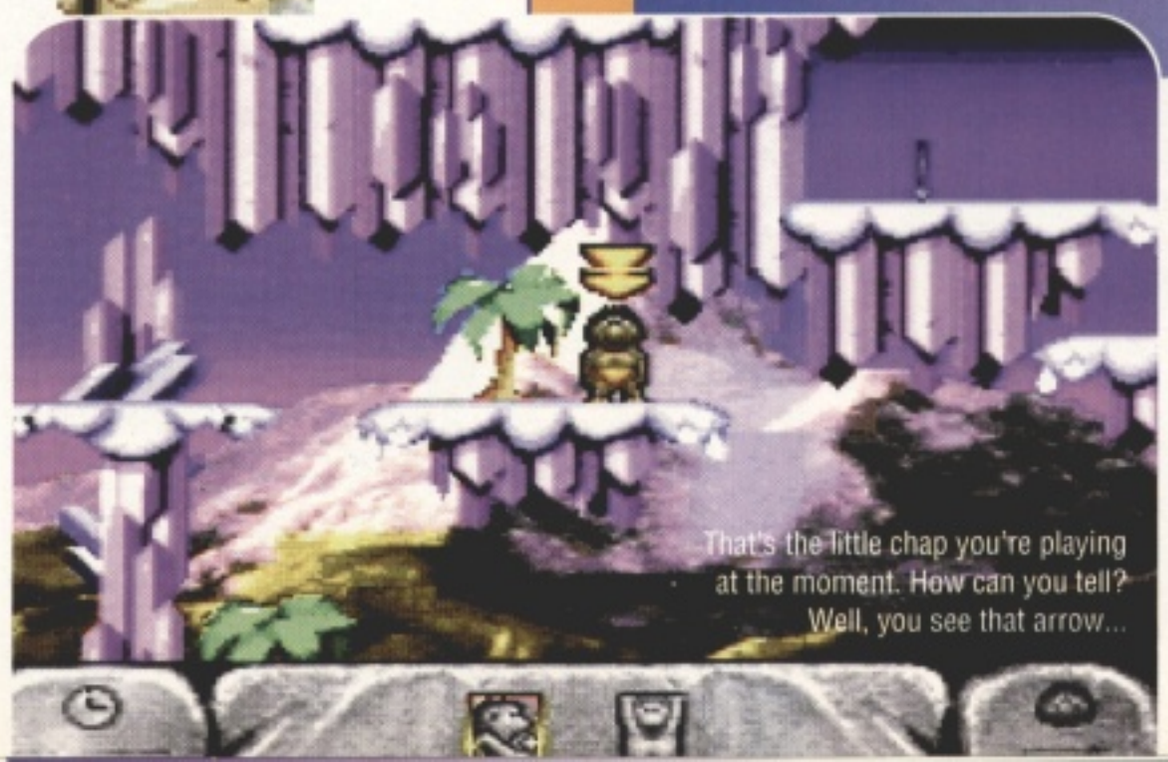
WORKING OUT

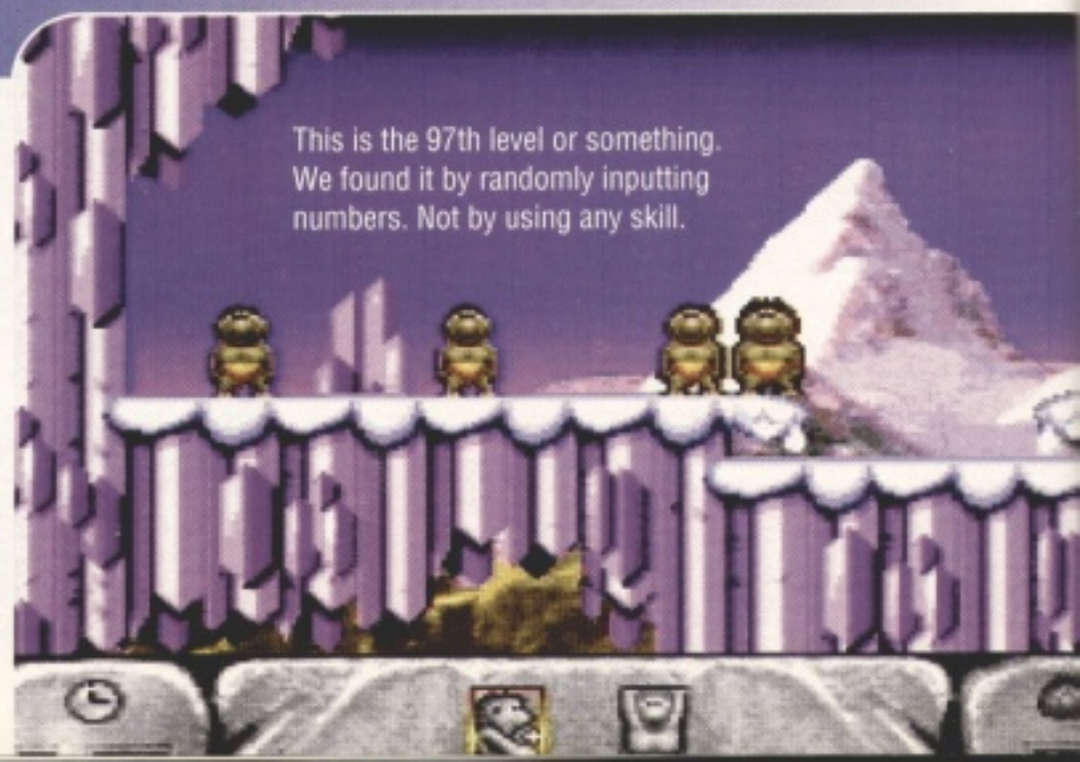
Right, how do you play this game? Well, the puzzles involve using the items scattered about the landscape to get the humans over gaps, past traps, and out through the level exit. Take this level, yep, this one here, which is pretty simple, but worthy of use as an example. All you've got is a spear, and all you can do with it is throw it, or use it like a pole vault...

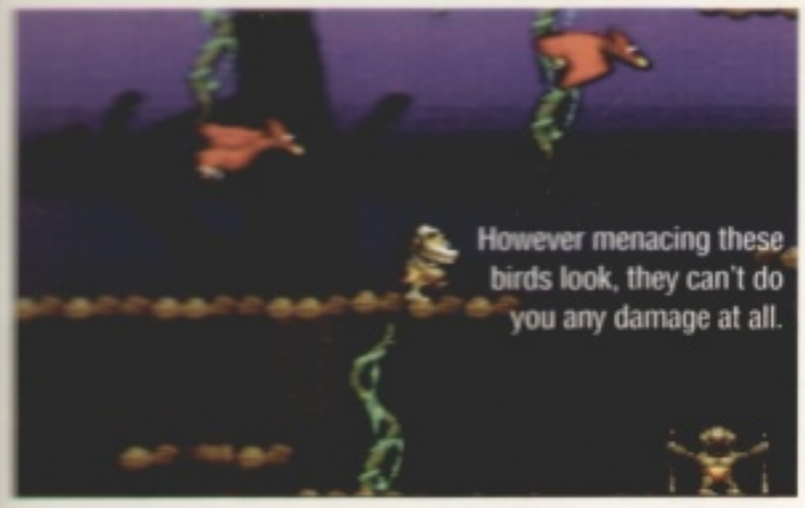
Left : Here we are, ready to go. Unfortunately, our chaps don't have any tools yet, so we've got to discover the spear. Fast.

Below: Getting the young Neanderthals to climb on each other's shoulders is the only way to get to higher levels, for now.





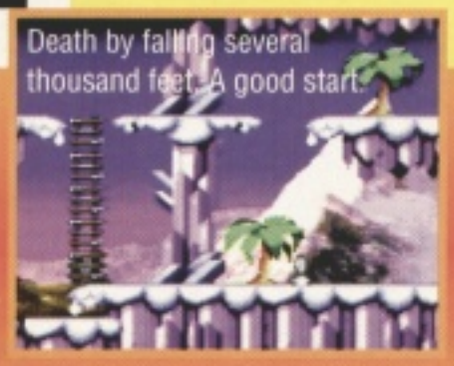


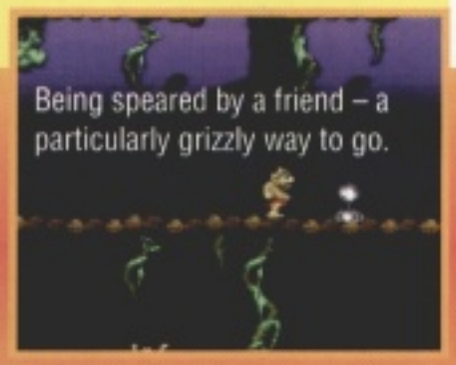


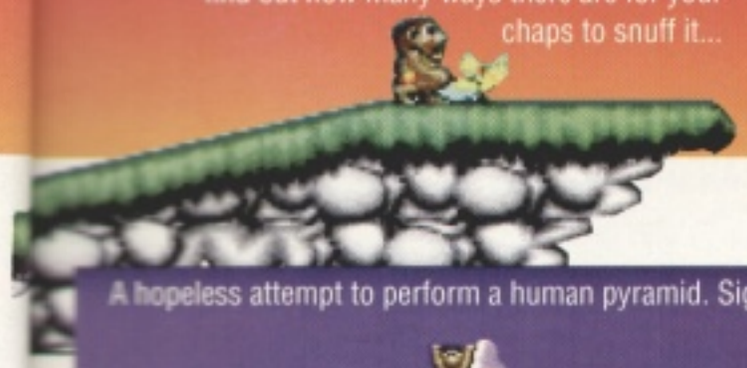
Now, this is a show of great mental dexterity, I'm sure. Who but a caveman would attempt to leap over large chasms supported only by an inch of thin stick? Oh yes, athletes do that too. Ho hum.

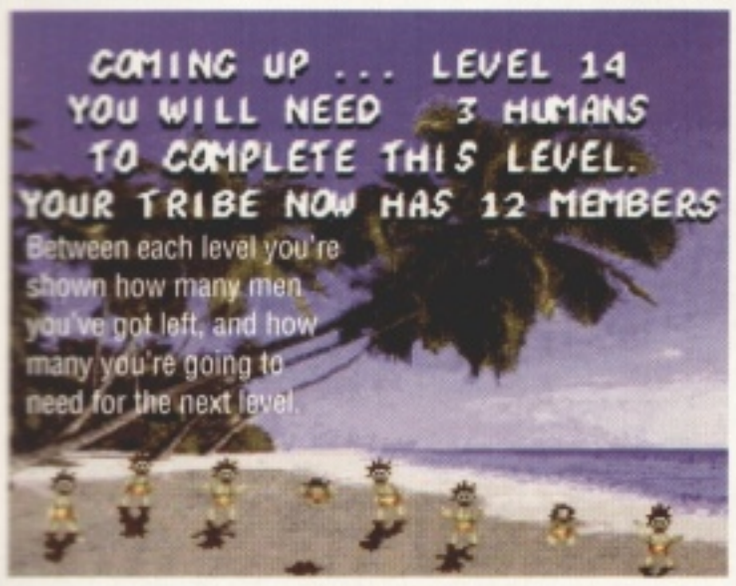
A DYING BREED

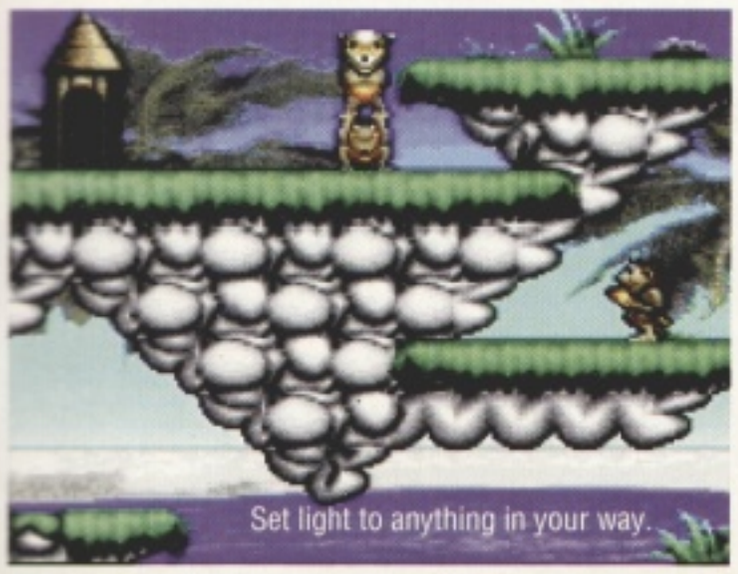
There are plenty of ways for your humans to snuff it in this game, and because the gameplay's so slow, it's often fun just to find out how many ways there are for your chaps to snuff it...








COMING UP ... LEVEL 14
YOU WILL NEED 3 HUMANS
TO COMPLETE THIS LEVEL.
YOUR TRIBE NOW HAS 12 MEMBERS
Between each level you're shown how many men you've got left, and how many you're going to need for the next level.



GOOD, BAD OR UGLY?

Given that it's taken human kind a very long time indeed to prove that we are more intelligent than whales and dolphins – primarily by cooping them up in small tanks and getting them to eat dead fish – it's a bit odd that we revel in the memory of just how stupid we used to be. Take *Humans*, for example – this has nothing whatsoever to do with whales and dolphins, but it's entirely based around the limitations of the human form and the distinct lack of noddle-power that our forefathers possessed. It's a puzzle platform game that makes you think, and it's all about just how long it's taken us to evolve. This is heavy stuff.

Now, as far as I know, the essential ingredients in a puzzle game include puzzles – obviously – pace, consistent progression in the difficulty level, and graphics enough to keep you interested. *Humans* succeeds on all these points bar one – the pace. I am fully aware that it's been a long time since man crawled out from under his stone, or down from the tree or whatever, but *Humans* need not lumber along at an evolutionary pace simply because that what it's based on.

You've got to save your race of bods by getting them from a fixed starting point through to an exit, utilising a series of items that get gradually more complicated as the game goes on. You start off using nothing but spears, and end up using fire and stuff. Fine, sounds particularly *Lemmings*-like, and indeed it is, but whereas *Lemmings* had you frantically scrolling around the screen, desperately searching for ways and means to save your Lemmings before they plunged to their probably deserved deaths, *Humans* is slow. The human crew that you've got to save only ever move when you're controlling one of them, and even then they move in a not too dissimilar fashion to very old people with severe arthritis. And if you've ever tried getting past one of *them* in a crowded street, you'll have some idea of what I mean.

Okay, so the graphics are extremely polished, and the sound sort of bumbles along in an inoffensive manner, but the speed of the gameplay drags the game down – even though the puzzles are, for the most part, well worked out. The learning curve is perfectly set, but the levels do get a bit samey after the first 15 or so. If Gametek ever release *Humans: The Turbo Edition* then they might have a game that would be worth playing, but as it stands, you're probably better off watching *2001: A Space Odyssey* – it moves along far quicker.

● Paul Pettengale

GRAPHICS	SOUND	GAMEPLAY
75%	60%	57%
GAMELIFE	OVERALL SCORE:	70%
80%		

VERDICT: So close to being playable it hurts, but too slow to be fun. The puzzles are well constructed, but it takes so long to play through each one you'll tire of it soon after you start.

SOLDIERS OF FORTUNE

England, 1887: Strange things are afoot in darkest Berkshire. And we don't mean the Henley Regatta.

US Release

Game: Soldiers Of Fortune (The Chaos Engine)
Publisher: Spectrum HoloByte
Developer: Renegade
Price: £49.99
Release: Out now
Players: 1 or 2
Cart ROM: 12 Mbit

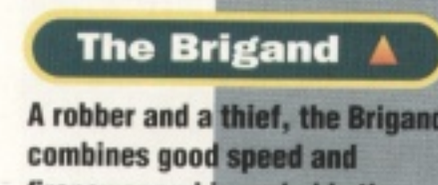
Thanks to Zap Computers, (0532) 590077, for the cart.

THE LEAGUE OF GENTLEMEN

The Mercenary ▶

Packing a Gatling gun and a stash of bombs, the leather-clad ex-soldier is something of an all-rounder. Having seen action in Africa, he now rents his services to the highest bidder. This latest mission will take him across the chaos-warped moors into the heart of Baron Fortesque's mansion.

The Brigand ▲



A robber and a thief, the Brigand combines good speed and firepower and is probably the best character to start playing. His grenades fire shots in all directions, getting him out of many a fix with the Bow Street Runners. He's purely in it for the money, though, so you shouldn't expect him to cover your back when things heat up.

A chaotic force, emanating from the Baron's mansion, is corrupting and mutating the English countryside. It must be stopped...

The Gentleman ▶

What have we here? My Little Pony? Yes, the Gentleman has a little ponytail that flops from side to side as he runs. He's fast on his feet, but his pistol is fairly weak, even when powered-up. His special ability is cartography, so he's a bit useless in a scrap.

The Preacher ▼

Now renamed the Scientist: Nintendo was obviously afraid of offending Jimmy Swaggart, Pat Robertson and their ilk and decided to erase the dog-collar. Take him as a sidekick in one-player mode and you'll never be short of first aid patch-ups. He's nimble, but his weak constitution is a constant drawback.

◀ The Thug

Make your way to Saucy Lil's Tavern in the East End and, with a nod in the right direction, a gentleman with a problem can discreetly hire some muscle like this. Slow-witted but tough, it'll take more than a few monsters to stop the Thug.

◀ The Navvy

After a long, hard day of digging ditches, this burly Irish labourer straps on his massive cannon and moonlights as a monster-hunter. His pockets are filled with sticks of dynamite for those delicate moments. My favourite character, I think.

'Node activated', says the sampled voice. Shoot this to reveal new paths, bridges, steps and secret areas.

This is what we call the 'gloat' screen, showing what each character achieved and how much you missed out on the last level. 88% to me, I think.

Inside the Chaos Engine: the infernal machine's defence systems will strongly resist your attempts to reach its core. You need teamwork – and heavy firepower – to get through the sewers (above).

Created by those star programmers, the Bitmap Brothers, *SOF* has that distinctive look and feel they've invested in other games (*Gods*, *Speedball 2*) and features excellently animated monsters – like these giant scuttling hands.

GOOD, BAD OR UGLY?

'Nobody ever lost money by underestimating the intelligence of the American public', as Samuel Goldwyn once said.

Presumably the original name of the game was thought to be a little too complex for the US market, who will know it as *Soldiers Of Fortune*. Fortunately, when it arrives in the UK, we'll be able to enjoy it under its original and evocative title of *The Chaos Engine*. American SNES owners should sue for defamation of character, we reckon. The American box art is offensively abysmal, as usual.

If you know nothing of the Amiga original then allow me to fill you in. Essentially, *The Chaos Engine* is another Gauntlet/Robotron affair of running around and shooting things whilst looking for the exit to the next level. For sheer style and excitement, however, there is little to better it. The game's flavour can best be compared to the genre of scientific romance – H G Wells, Jules Verne, the antiquated hi-tech of Captain Nemo's Nautilus – with a clever scenario that justifies the shifting and warping environment through which you struggle.

Nothing is randomly generated and the locations of monsters and treasure never vary. It's unforgivingly tough, especially on the first few attempts, but with a little practice and exploration you'll quickly learn what to expect and how to negotiate it. That's why I have my reservations about this conversion: four worlds of four sub-levels doesn't amount to the biggest game ever, and an experienced player is likely to see the fourth world in a few days. Outstanding for a twenty quid Amiga game, but when you've handed over fifty hard-earned notes for a SNES cartridge you have the right to expect a little more.

Thank heavens, then, for the two-player mode. Racing each other to the power-ups and extra lives is the first reaction, but it won't take you long to realise that co-operation is vital if you're to survive beyond the first level. Like *Smash TV*, you'll come back to this one time and again.

Richard Joseph's background music is especially noteworthy, being a selection of thumping techno-ish pieces that genuinely add to the pace of the game. It's easy to criticise them for being repetitive (they are) and incongruous (absolutely nothing to do with the period): for once, however, we have some in-game tracks that recognise we're in the '90s, and not some '80s MTV wimp rock hell.

If you have a PAL Super Nintendo then you might be interested in holding on till June, when MicroProse will be handling the official UK release of *The Chaos Engine*. An aesthetic relief for us all, I'm sure.

● Zy Nicholson

GRAPHICS	SOUND	GAMEPLAY
90%	88%	89%
GAMELIFE	OVERALL SCORE:	89%
70%		

VERDICT: Adrenaline. Challenge. Style. Big guns. The four hallmarks of a quality game, in my book. The Bitmap Bros come up trumps again.

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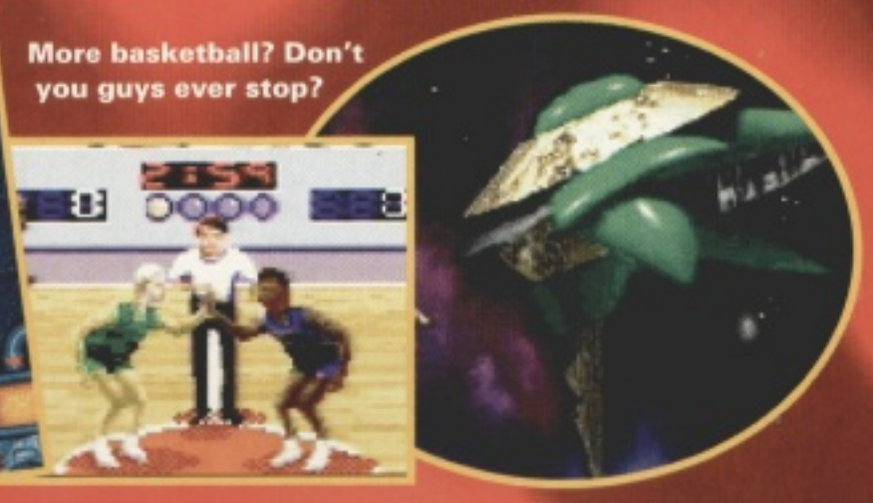
REVIEWS

A selection of the most anticipated and highest profile games on ALL the systems, rounded up and given a real tough time by the GamesMaster posse. Take a look at the fabulous new *Twinbee - Rainbow Bell Adventures* for the SNES, the work-stoppingly exciting *Skitchin'* on the Mega Drive, the greatest PC explore-em-up yet in *Doom*... Plus, the first batch of games on Atari's 64-bit Jaguar .



More basketball? Don't you guys ever stop?

PREVIEWS

We give you a full report on this year's Consumer Electronics Show in Las Vegas, where all that's forthcoming on the video games scene is unveiled. Highlights include the first look at Sega's brand new Saturn console.

We have a bit of a look at the capabilities of the Saturn, and then play some more basketball.

TIPS

Player's guides to *Toejam and Earl 2* on the Mega Drive, *Turtles Tournament Fighters* on the SNES and *Cannon Fodder* on the Amiga, along with the next thrilling instalment of our complete solution to *Secret of Mana* on the SNES. Plus, more Action Replay codes than you can stuff into a hoover.

Get set to learn a new set of combos, this time for *Turtle Fighters* (SNES).

OUT ON THE 17TH FEBRUARY

Yep. Basketball. That's basically the theme of this issue. We've got reviews of *NBA Jam* and NBA *Showdown*, previews of *Hyper Dunk* and *Barkley – Shut Up And Jam!*, plus - for heaven's sake! - one pretty darned fabulous competition (see below). It is, if you will, something of a slammin' issue.

WIN! a complete basketball outfit. You get a giant backboard and hoop (to put in your "drive"), a huge, orange basketball, and a top NBA strip to wear before you attempt to play. Not at all bad.

ALSO WIN! a fabulous Zool coin-op, courtesy of them lovely geezers and geezettes at Gremlin, by simply filling in our fun-packed and vaguely educational crossword.

He's Blue, he's a Bit Bumpy, and he's Back. *Sonic 3* – is it actually worth the cash. Or what? Eh?

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SLAMMIN
NBA Jam, NBA Showdown, Hyper Dunk, Barkley - Shut Up And Jam! It's a bit of a basketball bonanza
WIN!
Loads of really jam hot NBA basketball gear.
Stand, hoop, ball, & team strip.
Exclusive GREMLIN coin-op to be won!
SONIC 3
This time, it's different... Or is it? Full review – page 32
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FREE! on this month's cover, you'll find this strange card-shaped object. It may *look* like an inoffensive piece of cardboard, but does an inoffensive piece of cardboard give you a "2 for the price of 1" deal on tickets for two fab new Disney movies? PLUS £4.50 off a choice of three top games? No. This one does. So... there you go then.

It's American. It's a sport. It's incredibly violent. No surprise there then.

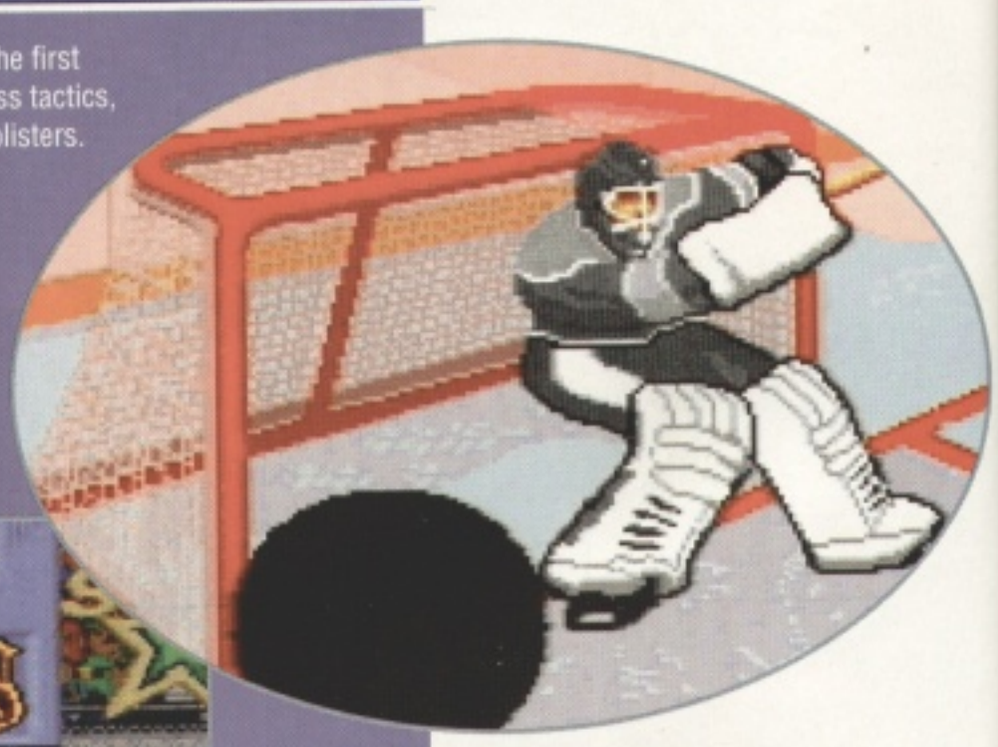
NHL STA

US Release

Game: NHL Stanley Cup
Publisher: Nintendo
Developer: Sculptured Software
Price: £49.99
Release: Out now
Players: 1 or 2 simultaneously
Cart ROM: 8 Mbit + BB

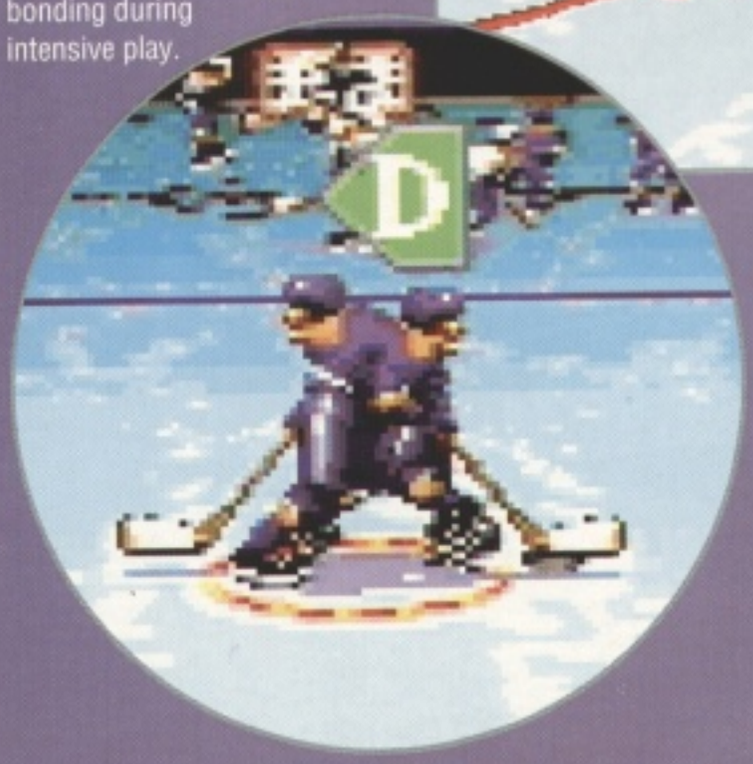
Left: Part of the way through the first period, players pause to discuss tactics, rising skate hire charges and blisters.

Right: Even if you've selected to play without a goalie, one will mysteriously appear during this after-goal sequence. Just for effect.



Right: Goalies are virtually unchallengeable, try and you'll just bounce off. Protective sportswear was never so good.

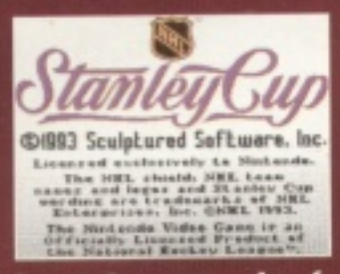
Below: As in all truly great sports, team-mates experience pronounced sessions of male bonding during intensive play.



EASTERN CONFERENCE				
North East	W	L	T	PTS
Penguins	4	0	1	9
Canadiens	4	1	0	8
Whalers	2	1	2	6
Sabres	2	2	1	5
Senators	2	3	0	4
Bruins	1	3	1	3
Nordiques	1	3	1	3
Atlantic	W	L	T	PTS
Panthers	4	1	0	8
Capitals	3	1	1	7
Islanders	3	2	0	6
Flyers	2	3	0	4
Lightning	1	2	2	4
Rangers	1	4	0	2
Devils	1	4	0	2

Above: A full 84-game saveable season is available with league performance monitored accordingly.

GOOD, BAD OR UGLY?



There is a standard manual from Nintendo released to all Super NES programmers, which includes a directive dictating that at least one example of every sports game must employ Mode 7 to depict the pitch/court/whatever. Probably.

NHL Stanley Cup is the ice hockey example. It uses a 10 feet above-and-behind the action view which vomit-inducingly tracks the puck's progress around the rink. Not, as we've seen before in games like *World Soccer*, a recipe for success.

I was surprised, then, to discover how well it worked and just how much fun ice hockey could be. Contrary to Nintendo's supposed anti-violence stance, *Stanley Cup* features more bone-cracks and crunches than the average Man Utd away match. Heck, there are three whole buttons

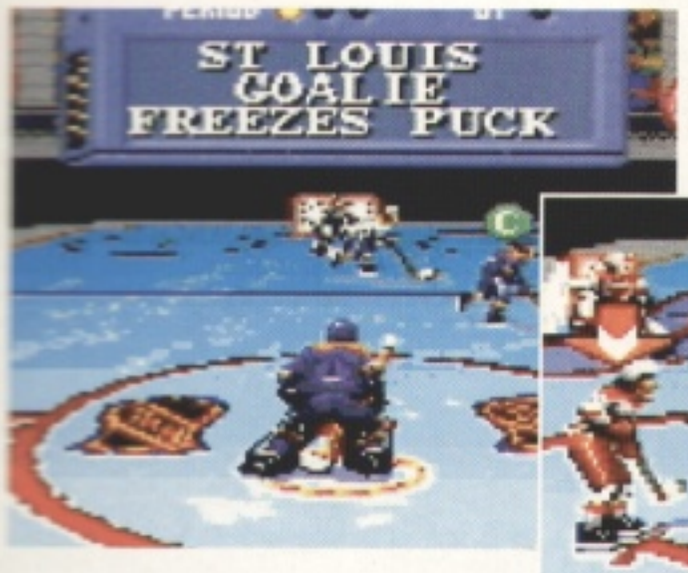
THOSE SPLINTERING CHALLENGES REPLAYED IN FULL

SHOULDER CHECK: This is more like it. Tickle the X button and say goodbye to a sizeable portion of your opponent's upper vertebrae. The strongest and most effective 'move'.

HIP CHECK: Pressing X unleashes a rather Rod Stewart-esque manoeuvre which releases the opponent's control of the puck.

POKE CHECK: A quick stab of the A button will thrust your stick in amongst opposing limbs to free the puck and cause much general discomfort.

ANLEY CUP



Left: In a move Bruce Grobelaar would be proud of, the Diadiqaidugawiu's goalie makes a break for the opposition's net. Oh dear.

Right: Switch all penalties on and be prepared to spend some match time twiddling thumbs in the sin bin, following repeated suspect challenges.

Above: Because the 'camera' follows the puck, your players often slip out of view. Arrows indicate the direction to move to rejoin the action.

Right: Ice hockey is in the Winter Olympics you know. Catch the coverage on BBC2. If there's no football on.

dedicated to 'checking' the opposition. And that's partly why it's so much fun. Hitting an unsuspecting opponent from behind, knocking him half-way across the rink to land teeth-first, forming attractive patterns in the ice, that kind of thing. And then watching it again frame-by-frame on the replay feature. It's the kind of insulated violence and amusement you only get from video games and I approve.

Oh, and it plays a pretty good game of hockey too. Once you've acclimatised to the rotating rink, and overcome the initial confusion of the view changing direction as you gain/lose control of the puck it becomes great stuff to play. Addictive, even. Until, that is, you begin to realise the super-human nature of the goalies, who demonstrate demon-like puck-stopping ability. This quirk is especially pronounced in the two-player mode, often resulting in low scorelines – meaning thathead-to-head action (usually the best part of sport games) isn't as exciting as it should be. Part of the scoring problem lies with the lack of control when shooting. Often, instead of an intended cheeky flick under the goalie's left armpit, your effort ends up deflecting off his faceguard and sending him reeling. Entertaining to watch, but frustrating when playing.

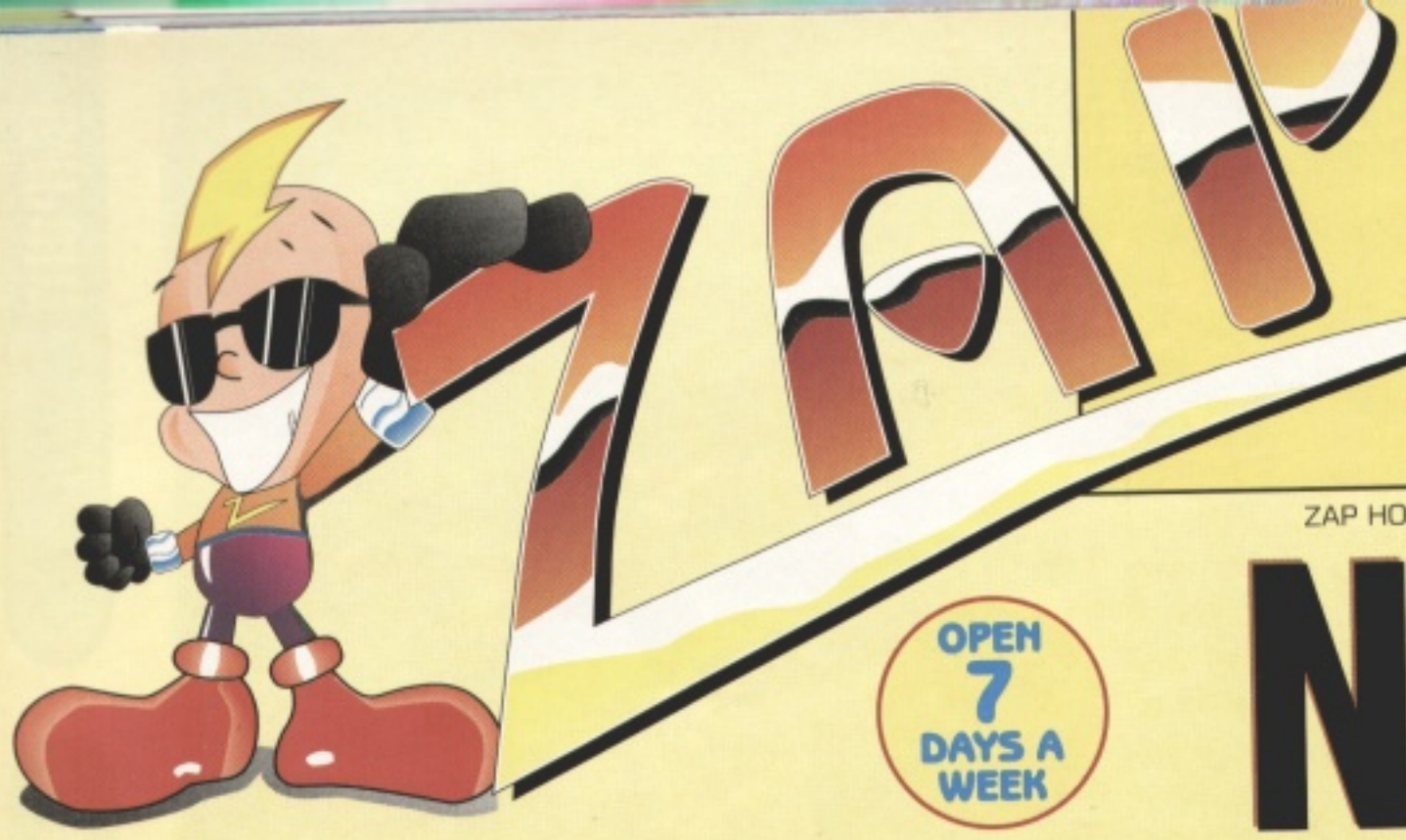
The programmers have, to their credit, made full use of the NHL license. Whilst individual player's names or likenesses haven't made it across (and let's face it, few will miss them), teams are wonderfully kitted out in replica sweaty garb and the rinks have respective team logos mapped onto them. Indeed, the level of detail throughout the whole thing is superb, right down to the little trails which the players (themselves based on digitised images, apparently) leave behind their skates as they wend their way up-rink, and the assembled spectators who emit more oohs and aahs than a popular gravy commercial.

So where does that leave us? Well, it's ice hockey, and I don't think this will convert you to the cause if something like *NHLPA* has already failed. It's certainly the most exciting conversion of the sport available, though and probably worth a look when you're fed up with football games (if that's at all possible).

● Tony Mott

GRAPHICS	SOUND	GAMEPLAY
83%	80%	79%
GAMELIFE	OVERALL SCORE:	79%
75%		

VERDICT: It's not the screaming shot into the roof of the net which is *NHLPA*. More a glancing deflection between the 'keepers legs. A goal all the same though.



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The end-of-level boss which has just, er, exploded. Never mind, I'll describe it. It's a sort of candelabra thing which... Oh never mind.

'Help the homeless and buy *The Big Issue*! With a free small, wide-eyed child if you subscribe this week!'

INSPECTOR GADGET

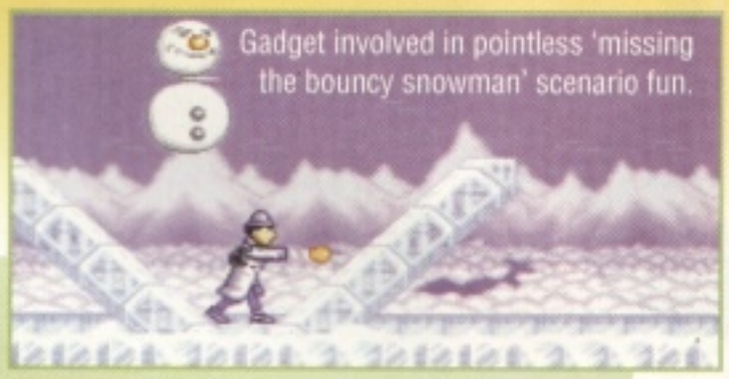
US Release

Game: Inspector Gadget
Publisher: Nintendo
Developer: Hudson Soft
Price: £44.95
Release: Out now
Players: 1
Cart ROM: 8 Mbit

Tsk. How many games can there *be* about fictitious law-enforcement operatives with highly ductile appendages?

Dennis Compton shortly before his celebratory Lap of Honour, 1922.

Top Gallic exploding humour in the intro bits. Laugh? No, actually.



Gadget involved in pointless 'missing the bouncy snowman' scenario fun.

Gadget hangs around, gets a helping hand, you've got to hand it to him, etc.

Gadget introduces a soon-to-be-ex-baddy to his corkscrew, Berwale the Avenger.

GOOD, BAD OR UGLY?

This is an outrage. How can a game possibly call itself *Inspector Gadget* and yet not include his theme tune? You know: 'Da da da da daaa Inspector Gadget, da da da daaa boo boooo!'. (It loses something in translation.) I sincerely hope the warblings over the intro aren't supposed to be it, otherwise I shall be writing to my MP.

Inspector Gadget is firmly wedged into that teetering pile of carts labelled Just Another Platform Game. A Just Another Platform Game contains:

1. Cutesy, cartoony graphics, with a recognisable main character. See *Road Runner* or *Daffy Duck*.
2. Lots of power-ups placed in awkward positions. In this case the power-ups are gadgets that Gadget can use to scale the levels. Propeller blades out of the top of a hat, extensible arms, arrows, etc.
3. Levels which seem straightforward at first but are actually chock full of secret bits and awkward mid-level baddies. See every Mario game ever.
4. Just about enough interest to keep you at it even when you thought you'd had enough.
5. (Careful, this one's got subclauses.) When you finish playing it, a sense that you've a) not done anything particularly special, and b) been vaguely conned by not having done anything particularly special.

It's all very simple, but still Just Another Platform Game is released time and time again. But don't assume that there's anything much wrong with this. It's attractive, it's fun, it makes nice sounds and it looks lovely in its brightly-coloured box. It's just nothing you'd want to take out to a trendy restaurant or disco of a rainy Saturday evening.

● Ed Ricketts

GRAPHICS	SOUND	GAMEPLAY
72%	65%	79%
GAMELIFE	OVERALL SCORE:	
76%		71%

VERDICT: Like a lot of things (and people), it's good but not great. You can spend a pleasant couple of hours with it and then not be bothered if you never play it again.

EDGE

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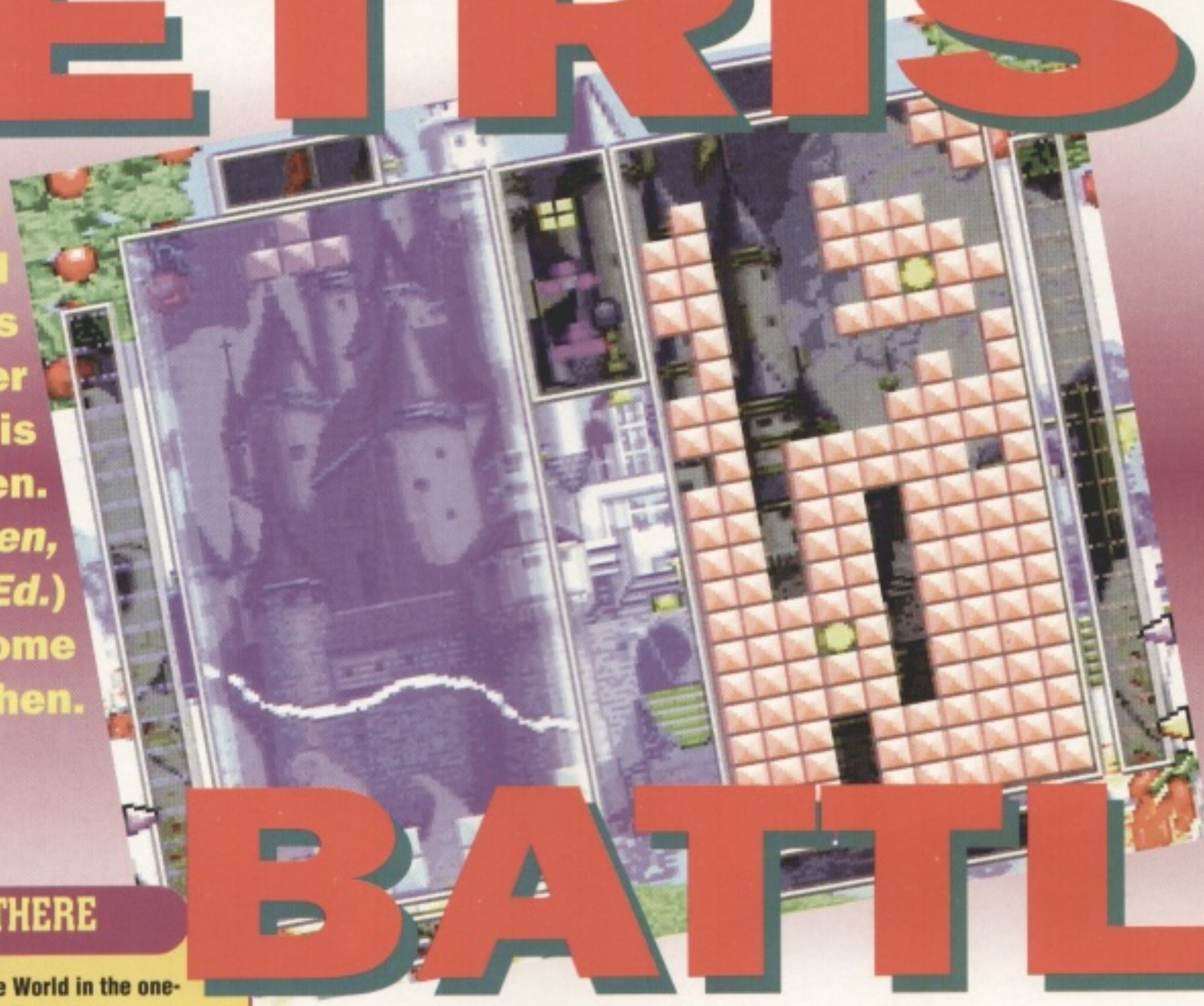
TETRIS BATTLE



Don your wellies and pruning gloves as we enter the Tetris Battle Garden. (*That's Gaiden, actually – Ed.*) Oh. Sorry. Come as you are, then.

ISLE BE THERE

Players travel around Battle World in the one-player option, battling the other seven characters on their own patches.

I love these old-style, almost parchmenty maps. I mean look at all those little houses and stuff. You just don't get that sort of detail these days.

This dragon fellow's got his own island, all to himself. He's a tad on the rotund side, you see, and needs lots of room to spread his, er, scales.

Each character has their very own backdrop. Not much like Balrog's stage though, is it?

Japanese Release

Game: Tetris Battle Gaiden
Publisher: Bullet-Proof Software
Developer: In-house
Price: £50-£60
Release: Out now
Players: 1 or 2 simultaneously
Cart ROM: 8 Mbit

We've seen hundreds of puzzle games on the SNES recently, like *Yoshi's Cookie*, *Cosmo Gang* and, of course, *Puyo Puyo*. Now, Bullet-Proof bring us back to basics with an upgrade of the brilliant *Tetris*.

GOOD, BAD OR UGLY?

How do you produce a sequel to *Tetris* – unquestionably one of the most compulsive games of all time and famed for its simple, but rewarding, gameplay? Er, put some shooting in? Or, um, a bit of driving? I know, how about doing it in 3D? No, that's been done already. Oh it's no use, I haven't got a clue.

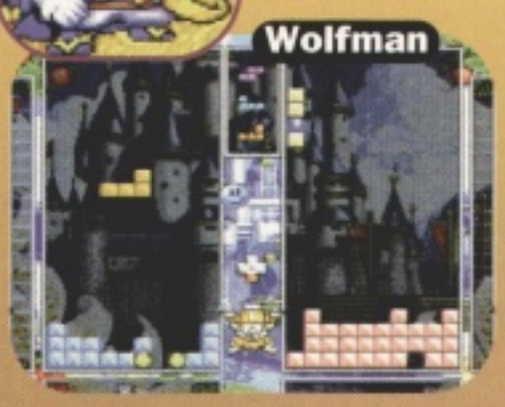
It's a good thing, then, that Bullet-Proof didn't bother asking me, but instead chose to draw upon their own not-insubstantial reserves of skill for inspiration. Using an idea that would put most of Gamefreak's Daydreamers to shame, the programmers have introduced eight different characters each resplendent with – yes! – special moves (well, they're spells actually), to produce an expansion on a theme more worn than the area of carpet between James' desk and our 'rest' room.

And it works too, you quickly adjust to new strategies and playing becomes almost as natural and enjoyable as it did when playing the original. The satisfaction you feel, for example, as your opponent writhes in an attempt to cope with a blacked-out screen (his vision limited to a searchlight effect) is akin to landing him a full four-line *Tetris* in the original game.

Everything about Mirunum is cute and loveable. Even his droppings.

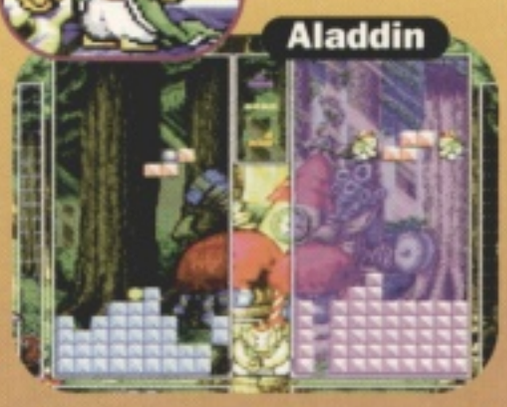
Miru's Level 1 spell makes Godzilla's destruction sprees look like walks in the park. Crash! it goes as the stack tumbles.

Part man, part beast, all git. He does a nice line in magic, though...



... including this effort, which disables the opponent's 'down' control. It's very annoying to be on the end of.

Comic genius or not, Robin Williams tries too hard sometimes.



This is the kind of spell which makes the head-to-head mode fun. You control the other player's blocks, you see. Ha.

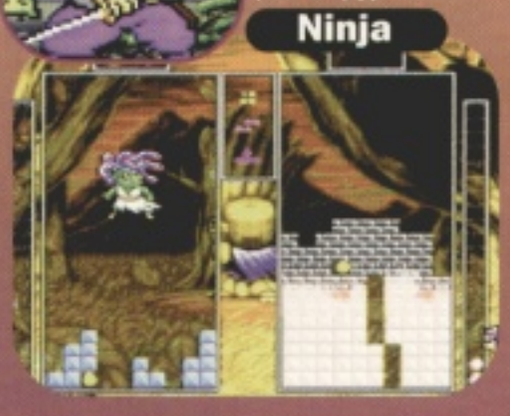
Now this chap is totally nuts. He does a weird rain-dance thing. Mad.

Having gained three magic points, Shaman proceeds to rip out the heart of his opponent's stack. Most effective.

There are eight of these chaps to a byte. There's only five here, though.

A top spell. The maraca-waving sombrero bloke makes your opponent's stack behave like a spectrum analyzer. Really.

This guy's the hardest thing you'll find inside a pair of pyjamas.



My favourite spell. This woman turns all of the other player's blocks to stone. With her eyes. Wow

Having a large pulp vegetable for a head isn't a handicap for Halloween.

He's got some of the toppest spells, including this misty job where bats steal the other player's magic.

Princess? I mean does she *really* look like a member of royalty. No.

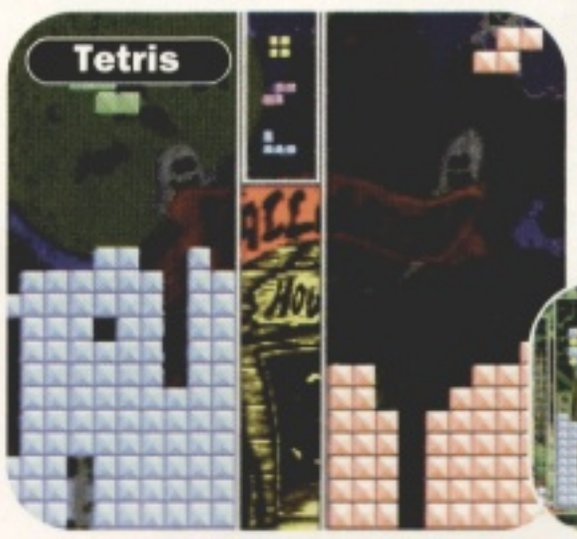
Remember that orbiting satellite laser thing in *Akira*? Well, this spell is very similar. And really quite good.

GAIDEN

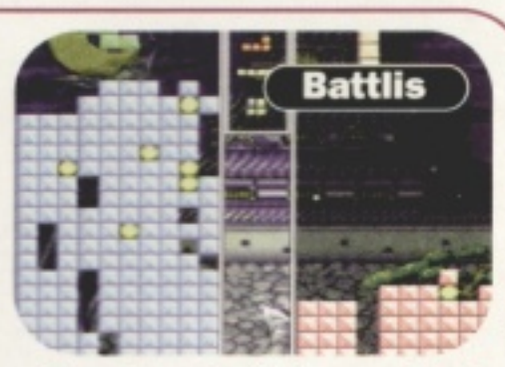
THREE OF A KIND

Hearty slaps on backs and stroking of ear lobes to Bullet-Proof who have wisely included three playing options. And they are as follows:

Well, there's these blocks, right? And they... Hold on, if I need to explain this, then you shouldn't be here. Everyone knows *Tetris*, don't they? The only significant difference here is the 'pot' in the centre which shares shapes out to both players. Much cat-and-mouseness ensues as players wait and strike for their required shape.



Rensa Exactly the same mechanics as *Battlis* except that magic balls now stay put in the position which they initially come to rest. Until, that is, they are themselves incorporated into lines, whereupon they disappear as normal, releasing any blocks which were resting upon them. This often creates effective (if somewhat unpredictable) chain reactions.



The main option in the game. Blocks sometimes include magic balls. Lines created incorporating these balls build up the magic meter, which indicates the strength of spell you can cast.

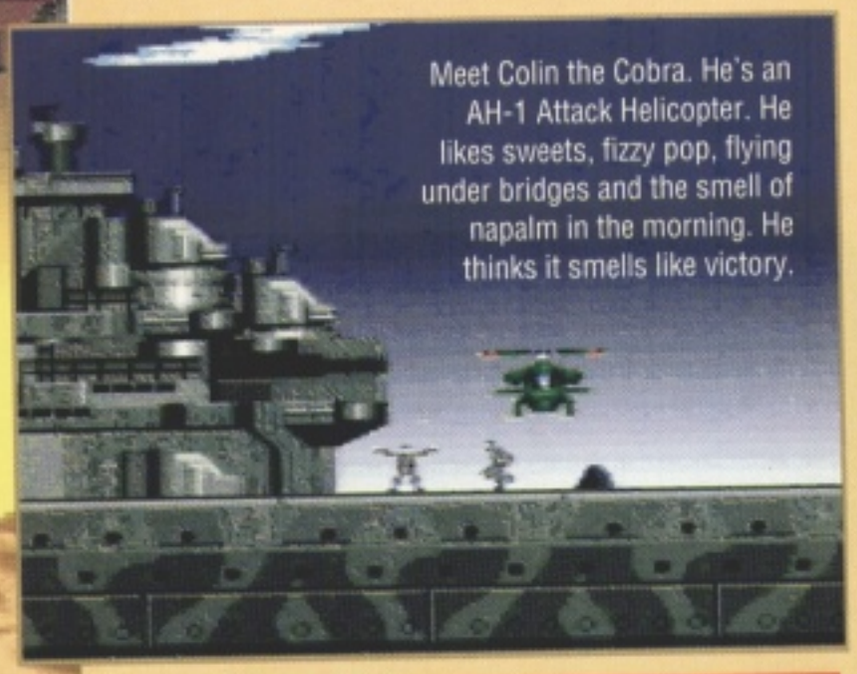
The spells themselves range from pretty straightforward self-preservation efforts, which remove the top three to four lines of your stack, to extremely offensive numbers which involve disrupting your opponent's pile or restricting the movement and behaviour of his pieces. Of course, because it's Japanese, the spells are accompanied by twee animations and graphical effects which heap dollops of appeal onto the thing. The soundtrack is pretty sense-friendly too, all laden with majestic horn effects and stuff, but these are only circular planing motions on an already well-rounded piece of software.

I suppose Bullet-Proof felt obliged to produce this update, bearing in mind the recent appearance of the rather lovely *Super Puyo Puyo*. *Tetris Battle Gaiden* is, thankfully, also rather lovely, its appeal heightened by the inclusion of three game styles and a feel so polished you could deflect the sun into people's faces with it. (*Don't try this at home! – Ed.*) I can't help wondering though, how long most people will spend playing the enhanced options before forsaking them and reverting to bare-bones *Tetris*. Still, bearing in mind the version here is the new yardstick for *Tetris* (yes, even better than the Game Boy version, I think), then maybe that's not as bad as it sounds.

● Tony Mott

GRAPHICS	SOUND	GAMEPLAY
80%	85%	92%
GAMELIFE	OVERALL SCORE:	86%
89%		

VERDICT: An idea which held as much potential as *Mario Fighter*. Thankfully, B-PS were on hand to propagate a sickly seedling into a rare rose. Or something.



Meet Colin the Cobra. He's an AH-1 Attack Helicopter. He likes sweets, fizzy pop, flying under bridges and the smell of napalm in the morning. He thinks it smells like victory.

CHOPLIFT

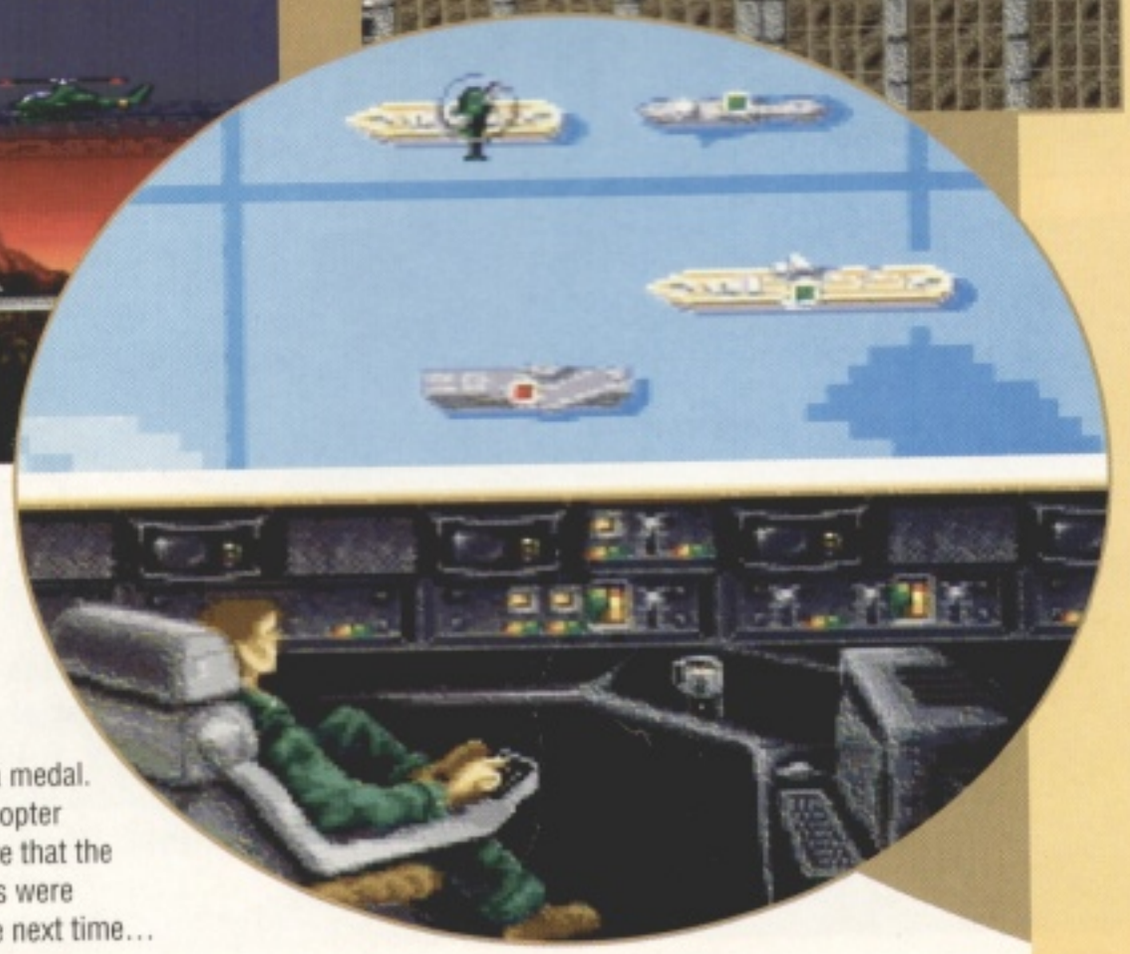
Please keep a handkerchief, or other such device bearing absorbent qualities, handy. This game may provoke tearful emotions as you remember how we used to live.

Above: Colin the Cobra Attack Helicopter floated majestically over the mountains. He was looking for a target. Any target. He wanted to destroy some enemies.

Left: Colin spotted a gun-platform-cum-oil rig. He couldn't help himself, and opened fire. Men dived for cover. How Colin laughed to see them flinging themselves off the rig.

Right: Colin didn't like the city. His rotors caught in the telegraph wires and whenever he landed, innocent shoppers were squashed under his skids. He preferred the open, defoliated countryside, where killing was easy.

Above: Colin the Cobra suddenly discovered a secret base in the mountain. He overheard bad men plotting to destroy the world.



Right: So he killed them and got a medal. And Colin the Cuddly Attack-Helicopter floated away to his home, unaware that the eyes of the world's security forces were watching him and waiting. For the next time…

GOOD, BAD OR UGLY?

'This looks like something from years ago', a passer-by swiftly observed as he cast a critical glance toward *Choplifter 3* in our office. And he was right. The obvious point to make is that this is a sequel to a game which was indeed produced way back in the '80s. But, even not knowing that this was a sequel wouldn't stop you observing that the whole game style harks back to days of tank tops and Clarks' Trekkers. It's hardly state-of-the-art '90s Super Nintendo material.

But it's all somehow so refreshing and a real slap in the face to other developers who work flat-out producing layer-upon-layer of garnish with nothing underneath. It's all about design and 'feel', and *Choplifter* delivers both by the wheelbarrow full. Whilst I'm not claiming any particular 'old-fashioned' game style can beat something like *Super*

UK Release

Game: Choplifter 3
Publisher: Ocean
Developer: Beam Software
Price: £44.99
Release: Out now
Players: 1
Cart ROM: 4 Mbit

Left: Try as he might, Neville the Naval Vessel couldn't blow up Colin.

ER 3

Colin took his holiday in Sheffield, and went to check on the construction of a new type of pipeline, which could squirt water at a range of up to 40 miles. Colin didn't like the pipeline so he opened fire with his chain-gun, turning it into a twisted, steaming hulk of charred metal. How everybody cheered. The End.

Mario Kart for entertainment, so many programmers seem to be missing the point nowadays and packing the market with duffers. They would benefit greatly by taking a few steps back to remember how games used to be put together, and *why* they were better than a lot of the crud forced upon us these days.

So, having put the software scene to rights, let's talk specifics. The graphics are attractive in a let's-see-you-make-sprites-this-small-look-any-better kind of way, the sound is, er, suitably explodey, and the levels are varied and offer plenty of challenge. Tactics change considerably throughout the game with new techniques introduced regularly as you learn to rescue troops from the sea with rope ladders and negotiate underground caverns and things.

Oh, and it's all been shoehorned into a 4 meg cart so it's, er, really cheap and everything. No, hold on, that's not even vaguely true, it costs the same as a standard 8 meg cart. Which is another thing. (*Oh dear – Ed.*) *Street Fighter II* – a 16 meg cart – costs £60, so wouldn't it be both logical and fair to release a 4 meg cart at, say, £7 less than an 8 meg cart? So, erm, go and write to your MP or something.

Apart from the price issue, and bearing in mind that this is very much a straightforward 'arcade' game and as such limited, there's not much else faultable with *Choplifter 3*. It's a good 'un, as we used to say down our way.

● Tony Mott

GRAPHICS	SOUND	GAMEPLAY
80%	77%	88%
GAMELIFE	OVERALL SCORE:	80%
70%		

VERDICT: Like a whiff of something that you, er, haven't smelt for years, *Choplifter 3* is a nostalgia trip well worth considering.

PC GAMER

PREPARE TO MEET THY

You're sure to have a *Doom*-tastic time in the March issue of *PC Gamer*, as we go totally bonkers, mate, about the PC's best ever shoot-'em-up in a three-page review special. We've also got an exclusive interview with the game's creators, id Software, who talk about how they did it and why their next game will be even bloodier! And to cap it all, there's even a full run-down of those elusive cheat codes in Diagnostics.

Aside from all this, there are a few other trifling extras – *SimCity 2000* heads up our review section with the highest *PC Gamer* rating yet, along with the likes of *Evasive Action*, *Mortal Kombat*, *Quest For Glory 4*, *Genesia* and *Unnecessary Roughness*, the best American Football game yet... Add to this the usual batch of Scoop previews, invaluable tips for *TFX* and *Sam & Max Hit The Road*, a gamer's guide to CD-ROM, the *PC Gamer* 1994 Readers Poll and you've got quite possibly the best thing since, er, the last issue.

Oh, and did we mention the coverdisk? Silly old us. How does an exclusive ten-level playable demo of *Sid & Al's Incredible Toons* grab you? Yeah, we thought it might.

March Issue On Sale Thursday 24 February

PC GAMER

Still smarter than the average PC games magazine

METAL MARINES

Love them, hate them, or lightly toss them in butter, strategy games are here to stay. *Metal Marines* is the latest contender...

Things get almost *Battleshippy* when planning missile strikes.

Right: Before (and occasionally during) each level the opposing commander appears on an enormous TV monitor.

This is the thinky-hardy bit. Purchase weapons etc and engage strategic placement.

GO AHEAD, MECH MY DAY!

Above: The drop-ship dodges enemy crossfire to reach the, er, drop-zone. Above right: Close range combat and facility strikes are handled with a short-range laser-whip weapon. Right and below right: Assembled strike groups demonstrate the advantages of metal suits over tweed ones...

Left: One of the last tweaks made to armoured suits in the late 2500's was this tiptoe facility for sneaking up behind the enemy.

UK Release

Game: Metal Marines
Publisher: Mindscape
Developer: In-house
Price: £45
Release: Out now
Players: 1
Cart ROM: 12 Mbit

Polite thanks to Zap, (0532) 590077, for the cart.

GOOD, BAD OR UGLY?

I admit it, I was fairly roused when this came in. The box promised 'intense commando raids' and 'ferocious battles' so, coupling these statements with the (original) Namco name, I was preparing for plenty of hard-hitting metal-on-metal combat. Then I looked a bit closer at the screenshots and noticed that the playing area was suspiciously grid-like in construction. Hmm. Would a company famed for their arcade accomplishments risk their hand at a *strategy* game? And cunningly attempt to work around the fact on the packaging? Well, yes, actually.

Having slung my strategy-game blinkers aside, I delved in and discovered anime-style characters, some seriously fetching mech-units and a highly workable user interface. The game itself runs in real-time which means that whilst there aren't any thumb-twiddling pauses for turns etc, you're always in danger of coming under attack (usually during a frantic rebuilding session). It certainly makes for plenty of excitement and adds to the kinetic conflict feel.

The overall scope of construction and development is similar(ish) to *Sim City*. It doesn't have the long-running nature of that game though; each new mission (20 in total) starts with a fresh island and extra's have to be built from scratch. This doesn't detract from the enjoyment, but you can't help pondering how much better it would've been had it included long-running campaigns. I would have liked to have seen more ground-based attack forms too, perhaps armoured vehicles to complement the mechs adding a further dimension or two.

In fact, the whole game isn't as complex as it seems, you gain familiarity with the options and strategies in no time. This isn't a criticism, it means that play flows freely without getting bogged down in stats, ensuring its appeal to a wide audience.

Be absolutely aware of what it is. Then seriously consider buying it.

● Tony Mott

GRAPHICS	SOUND	GAMEPLAY
79%	78%	85%
GAMELIFE 79%	OVERALL SCORE:	80%

VERDICT: An attractive title which blends challenge, playability and good old-fashioned smash-the-opposing-factions-to-bits. I like it.

it's a kind of magic...

"At last a serious rival to Zelda..." - GAMESMASTER: 90%

SUPER ACTION: 89%

"The only real pretender to the Zelda crown" - TOTAL

SNES FORCE: 93%

A host of evil creatures has besieged this once pristine land. From his underground palace, the Shadow King is directing his minions, the Meanies, to infiltrate, corrupt, and destroy all things of beauty. The Shadow King is winning; all in the land will soon quiver from his vile gaze.

Swept away by a raging river while trying to save a beautiful maiden, Young Merlin finds himself in this enchanted land. As he explores, he discovers the Shadow King's hideous plot. Armed with an arsenal of magical objects, Merlin enlists the help of the Lady of the Lake to vanquish the Shadow King's evil minions. It will take all Merlin's cunning and skill to penetrate the Shadow King's defences and crush him for ever.

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SUPER NINTENDO ENTERTAINMENT SYSTEM PAL VERSION

BILLY, WE'RE OFF TO MACDONALD'S!

Yes, the Soccer Kid (or Billy, as we'll call him) is adept at his moves. Each of the skills he displays can be used during the game to advance the little chap. Let's have a look at his fave moves.

The Header

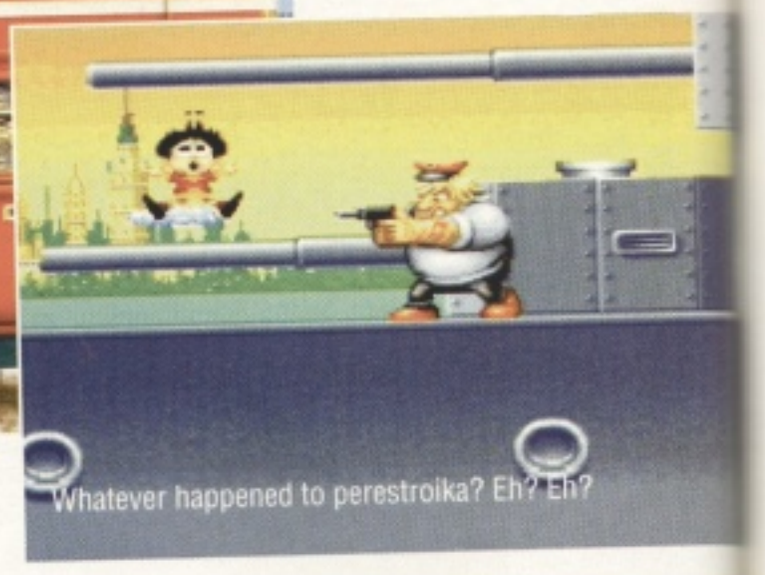
This is a header. It's useful when, er, your feet hurt or something. And it looks good, too.

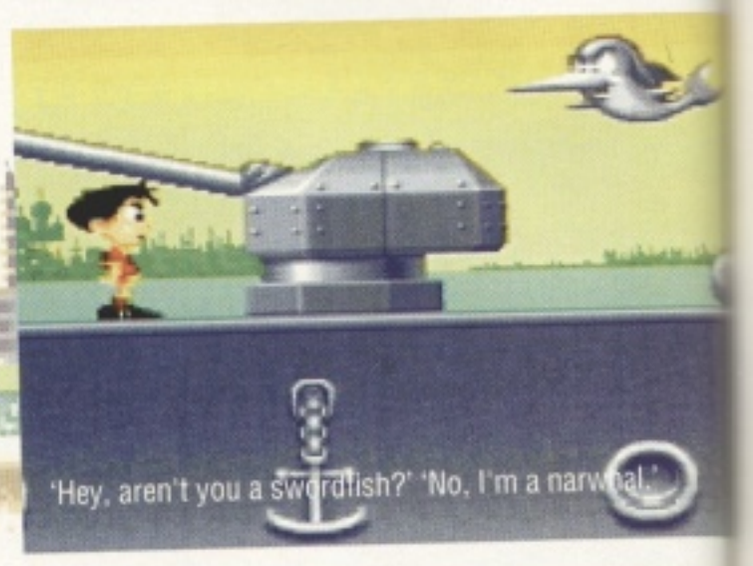
The Balance

For when you don't want to get your feet nipped by rats or your boots stained by doggy-do dos.

The Hefty Kick

Often you just need to get the ball as far up the level as possible. So boot it like Cantona.





UK Release

Game: Soccer Kid
Publisher: Ocean
Developer: Krisalis
Price: £44.99
Release: May
Players: 1
Cart ROM: 8 Mbit

Football is great! Football unites the world! (Or should that be football unties the world?) Football is the thinking man's soccer. So let's have, er, a platform game about it!

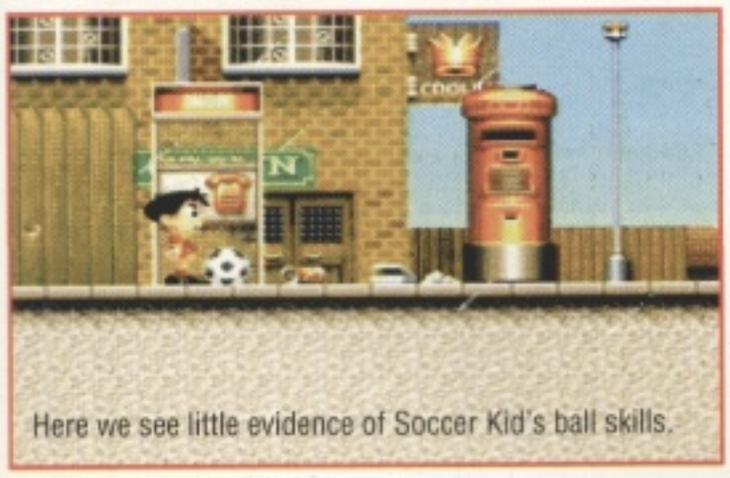
SOCCER KID

LITTLE LOUTS

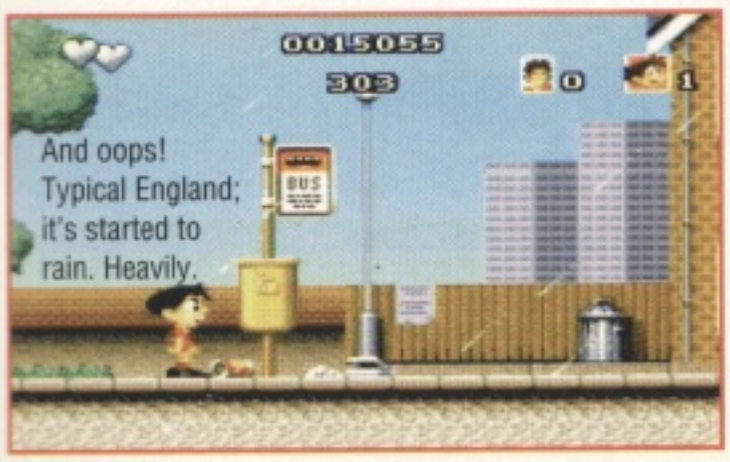
Look at that rubbish! Keep Britain tidy, eh?

Them MPs should know better. But they never do.

It's a national disgrace, that's what it is. Sorry to go on.


Here we see little evidence of Soccer Kid's ball skills.

Here's an honest British workman to blast the ball at.



It's all well and good setting one of the levels in London's East End, but Krisalis and Ocean are making a pretty harsh social comment about the state of our capital's streets.

There is litter everywhere, and it gives that part of the game a rather grim, deprived feel. We're not making a big thing out of this; it's just that we're interested to see such things creeping into video games. Write in and tell us what social issues should be addressed in games, and we'll send the best or funniest entry a copy of *Soccer Kid*. Perhaps you're concerned about our polluted waterways, or maybe you feel that the monarchy is an outdated dinosaur. Whatever your sociopolitical gripe, pastiche it in a video game title or plot, send it in and you could be playing *Soccer Kid* free. Send it to Social Skillage, *Super Play*, 29 Monmouth St, Bath, Avon BA1 2DL. Closing date 10 April.

Tanks for the mem-(*Stop it right now – Ed.*)

Left: These swinging balls, along with the platforms and spikes are very reminiscent of *Sonic The Hedgehog*, aren't they?

See? Very similar. But a tad tricky, nonetheless. Hence, therefore, his puzzled look.

GOOD, BAD OR UGLY?

You are a small boy with a gigantically cute head. You have a football and the run of various parts of the world, in which to both practise your heading and control skills and to make your way along problem-infested platforms, killing skateboarders, construction workers and dogs with your pin-sharp ball talents. Sounds bizarre? Read on and find out whether it is.

Yes it is. The platform bits are pretty much what you are used to seeing. Lots of colour, tonnes of bright sprites and probably just the right amount of difficulty. But it takes ages to get used to having the football around. The idea is that your ball goes wherever you go. If you come to some spikes or a chasm, you've got to decide whether to hoof the ball miles over them and try to collect it later, or whether there's a more skillful way of getting you and the ball across together.

You want to keep the ball near you, you see, because it's your only weapon. Kicking it at almost any foe will result in their rapid demise. But without it, you're stuck with having to use your not-very-high jump to avoid the fast-moving nasties.

The urge to jump on the baddies' heads is far too great to ignore, and you will end up leaping onto them, dying and saying words like 'Drat' and 'Bother'. But bear with *Soccer Kid*. It starts off being stupidly annoying, then becomes mildly irritating, before finally ending up as rather a good game after all.

The main character is well animated and the programmers have obviously spent much time getting the eponymous Kid to do loads of subtle tricks with his ball. Heading, kneeing and what Tony amusingly refers to as 'keepy-ups' can all be done with a spot of practice, and even bicycle kicks and reverse kicks will come with time. And all this happening on more platforms than Paddington Station and Slade put together.

And what started off as being immensely annoying becomes the heart and soul of the game. Persevere and you'll find that not only is *Soccer Kid* a novel game, but the levels are neatly and cleverly designed and there's always something worth seeing if you keep on trying during the difficult bits. In short, it's an addictive game with an original footballing twist. If you thought platformers were all in the same rut, look at *Soccer Kid*. Your enthusiasm could well return.

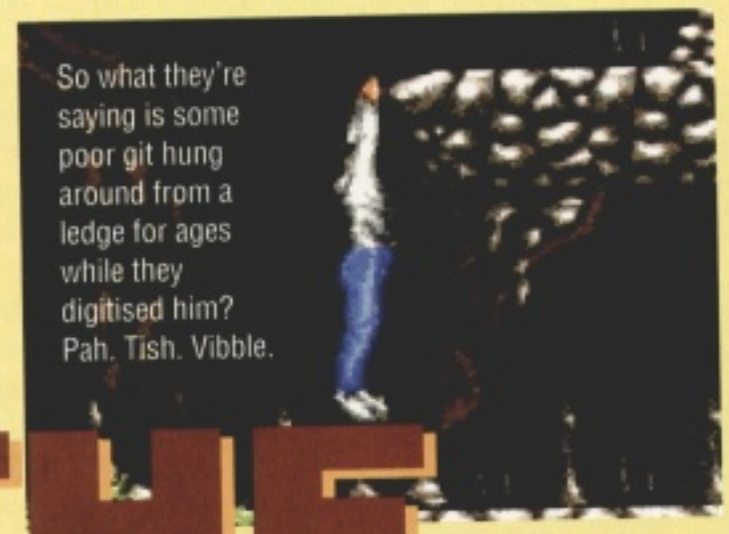
● James Leach

GRAPHICS	SOUND	GAMEPLAY
81%	78%	85%
GAMELIFE	OVERALL SCORE:	84%
86%		

VERDICT: Okay, it seems to be a platform game with an annoying ball to control. But give it a bit of time and you'll see that it's actually jolly great and deserves to get some serious slot-time in your SNES.

Lester the so-called Unlikely. He's not doing anything interesting (he doesn't ever tend to), so let's talk about Bobby Davro. Bobby flaming Davro. He's pointless, isn't he? And a waste of taxpayers' money. And he's ugly.

There's nothing more rewarding than giving a turtle a good shoeing from a safe distance... unless it's fondling a guinea pig under a porch. (Thanks, Vic.)



So what they're saying is some poor git hung around from a ledge for ages while they digitised him? Pah. Tish. Vibble.

LESTER THE UNLIKELY

Kerrrrazzy! Wacky! Zany! With someone called Lester in it! One of these four descriptions is true. Use your skill and judgement to decide which.

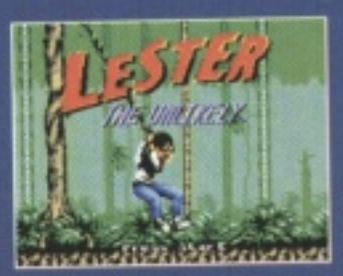
US Release

Game: Lester The Unlikely
Publisher: Nintendo
Developer: DTMC
Price: £44.95
Release: Out now
Players: 1
Cart ROM: 8 Mbit

Drinking health potions tops up your health. Oh, but who cares about that? Let's talk about love and art and fine wine and cheese and stuff.

If *Lester The Unlikely* was a film, it'd be *The Giant Spider Invasion*. If it was a book, it'd be a Harold Robbins. I think you know what I'm saying.

GOOD, BAD OR UGLY?



What's so unlikely about being called Lester? There are plenty of famous people called Lester about. Lester Piggott, for instance. Or Lester Bowie, the trumpeter (except he's not famous, really). Actually, I'm missing the point for comic effect, which is that Lester makes an unlikely hero, being the sort of geeky kid who turns up in American frat-house films. He's scared of everything, he slouches, and (the nail in the coffin) he wears GLASSES! Heavens above.

Cutting to the chase, then, Lester is the star of this platformer. And Lester, ladies and gentlemen, has been rotoscoped. In other words, he's been digitised from real footage of folk prancing about, so all his actions look marvellously realistic. As he zings about the desert island he's stranded on, whacking crabs and swinging on vines, you can't help but gasp (or at least breathe heavily) at his perfectly-animated form. It's all very *Flashback*.

But there's a problem, you see. The game itself is about as standard an affair as you can get. It doesn't half get tedious after a bit, and not a very big bit at that. Lovely as Lester is to look at, he's a pain to control, because he does insist on responding when *he* feels like it. Breaking into a run takes him at least half a second, leading to many a hilarious 'whoops I've tumbled down the side of that chasm when I meant to jump it' scenario. The gameplay's the usual mish-mash of jumping, collecting objects and finding your way about very, very slowly and frustratingly.

Once you've seen the amusing animations (Lester teetering on the edges of cliffs and so on) there's really not a lot to keep you playing this at all. It's amazingly mediocre, really, and there are plenty of better ways to pass the time. Thinking of more famous people called Lester, for instance.

● Ed Ricketts

GRAPHICS	SOUND	GAMEPLAY
81%	61%	58%
GAMELIFE	OVERALL SCORE:	52%
43%		

VERDICT: Rotoscoping or not, *Lester The Unlikely* is frighteningly mediocre, with nothing to offer but a 10 minute gawp period.

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HALF ROBOT HALF CAT ALL GIRL

Anime is *the* cult of the '90s. But much of the animated output of Japan doesn't appear in the UK. Up until now, that is...

Think of a few companies that regularly release anime films in the UK. Go on. Bet you got Manga Video and maybe Kiseki. But now there's a new kid. Crusader Video are entering the fray, with the perennial Japanese fave, *Catgirl: Nuku-Nuku*.

Crusader is a new British label which has been set up specifically to release 'anime on the softer side', says company director James O'Shea. *Nuku-Nuku* has been a popular film in Japan for a while. It veers away from the violent Tokyo destruction which many newcomers to Japanese animation are usually subjected to.

Episodes 1, 2 and 3 of the series have just been released on one tape. The price is yet to be set, but it will be below £15. And as James O'Shea says 'Crusader is producing its own dubs for the UK market. Fans can expect to hear highly-trained actors performing in their own UK dialects.'

Catgirl: Nuku-Nuku is all about a 14-year-old schoolgirl who is half human, half cat and, er, half android. On her first day at school, she witnesses its destruction by a helicopter gunship. Shaken, she visits the seaside to recover. Here she is attacked by an armoured octopus. And her house is destroyed by a mobile Gundam suit.

In fact, Nuku-Nuku means warm and cuddly in Japanese, and is also a pun on the word Neko, meaning cat. (*I know – Neko.*) The whole idea about having a 14-year-old girl is that she can be totally naïve about life, and can let her cat side out by lapping milk and biting the heads off mice. As Crusader say, she's 'a wide-eyed child in the body of a teenage android cat.'

Catgirl: Nuku-Nuku, Episodes 1-3 is 90 mins long and carries a PG certificate. It'll be available from most video outlets, and is being distributed by Paradox Films.

WIN!

You've got 10 chances to win *Catgirl: Nuku-Nuku* on video (PAL), plus a limited edition *Catgirl* T-shirt and a poster! Just answer the questions below. Also, out of the 10 winners, one will be awarded a cel from the film itself!

1) Yuzo Takada created *Catgirl: Nuku-Nuku*. What other UK-released anime series did he create?
a) *3x3 Eyes.*
b) *Collapsing Footwear Helicopter Martyrs IV.*
c) *Fire Tripper.*

2) What does OAV stand for?
a) Ordinary Assault Vehicle.
b) Original Animation Video.
c) Occidental Associated Viewers.

3) What does the word manga mean in Japanese?
a) To eat well.
b) Destroy a large metropolis with your eyes.
c) Irresponsible pictures.

Send in the answers on a postcard to *Nuku-Nuku* Competition, *Super Play*, 29 Monmouth St, Bath BA1 2BL. It must arrive before 15 April. Any multiple entries will be eaten by Wil.

Teenage Mutant Ninja Turtles TOURNAMENT FIGHTERS

SUPER PLAYER'S GUIDE

KONAMI (JAP/US/UK)

By Allan Brett

This month Allan Brett takes you behind the scenes of the completely great *Turtles: Tournament Fighter*. We gave the game a well-deserved 90% in our review in issue 15; it's probably the only beat-'em-up that comes close to the excellence of the leader of the pack, *Street Fighter II*. For starters, we've got some general hints and tips to help you through the game, then we map out all the characters' moves and special combos. Cowabunga! Or something.

General Tips

1 It is said that 'the best form of defence is attack'. Well, nothing could be more true in *Tournament Fighters*. In other beat-'em-ups there is an incentive to wait until your opponent makes a mistake, and then punish them accordingly. Unfortunately, this tactic will get you into deep water here – as every time you block an opponent's move their Rage Meter goes up by a fraction. Once the Meter is full you could be on the receiving end of some nasty treatment.

So remember, even when an opponent blocks a move, it hasn't been a waste of time has it?

2. This may seem a bit silly, but do remember to look at your Rage Meter fairly often. Many a time, I have been slogging my guts out on a tough fight, only to lose and realise I had a full Rage Meter.

3. Should it come to the worst and your opponent gets a full Rage Meter, you are given two options:

a) Get as far away as possible and try to avoid it or...

b) Try to get a hit in as the opponent activates his/her ultimate attack, thus disabling it.

Your chosen course of action depends wholly on who your opponent is; for example, it's best to use a) against somebody like Chrome Dome, but choose b) against Leonardo or Armaggon. Alternatively, you could just block and hope for the best.

4. Try and learn corner trapping moves. These prove invaluable in fights and get your Rage Meter up to full in no time. Use simple moves that don't bounce your character backwards and out of reach, and make sure you have a move that can thwart any attempts to jump out of the corner. Shredder, for instance, can use his Aura Crusher as well as a repertoire of jabs and kicks to pin an opponent into the corner. He can also use his Knee Crush to stop them if they jump.

Corner traps don't have to be fast, they just have to be well thought out and executed precisely, in order to give your opponent no way out.

Leonardo

Finishing move:
Millenium Wave (Rank 1)

Special moves:
Endless Screw

1 The Endless Screw can score a double hit at long-range and can knock the opponent down up close, but beware of the vulnerability to your lower half.

Shining Cutter

2 A standard missile attack, but the recovery time is fast compared to some others.

Roto Cutter

3 Truly brilliant, invulnerable to missiles, fast, powerful. What more could you ask for?

Well, its striking range is enormous too, amongst the best in the game, in fact.

Top Tactics

4 1. Leonardo makes full use of his Katana Swords, and just by pressing Fierce Punch, he will lunge and he's then capable of striking an opponent from over half-way across the screen. Use this move to surprise any opponents who think they are out of your reach.

2. Don't forget that the Turtles have a back-flip which is invulnerable to everything. Use it to get your opponent mad and make him/her lose concentration. You can also use it for surprise attacks – if an opponent approaches you can entice 'em to follow by back-flipping away and then surprising them with a fast Roto Cutter as you stop.

Top Combos

The Re-Dizzy

Jump into an opponent with a Fierce Kick (make sure it hits deep). Don't forget you can use cross-overs by kicking them in the back of the head and landing on the other side to confuse your adversary. As you land, perform a Fierce Punch (beginners use Normal Punch if you can't time the third hit correctly) and tag on the special move of your choice.

The more gifted amongst you could try using a Shining Cutter for your third hit and tagging a Roto Cutter after that, for an unblockable four-hit Re-Dizzy combo.

The Hit-And-Run

Jump in with Fierce Kick or Punch, follow up with Normal Jab, ending with a Fierce Lunge Punch. Now back-flip if you have not already been rebounded back far enough to get yourself out of harm's way.

Raphael

Finishing Move:
Energy Spray (Rank 5)

Special Moves
Chest Buster

1 A powerful one-hit kick, very fast and with the added bonus of being able to go through fireballs. Guaranteed knock down every time.

Jamboree

2 Rugby ball-shaped missile attack; unfortunately the recovery time is poor and the accessing time is even worse. Use sparingly.

Powerdrill

3 Spinning torpedo attack (sounds familiar) that isn't as good as it looks. Very easily countered.

Top Tactics

4 1. Hey, forget about the sad shoulder throw, the Suplex (Fierce Kick) takes off a lot more energy, so use that instead.

2. The short Powerdrill will look completely useless to most people, but that's the beauty of it, you see. Nobody would think you would seriously start an attack with that. So, thinking that you're going in for the kill, they will probably pull off some foolish move, and it's during this that they'll realise you have stopped short and are waiting to give them what they richly deserve.

3. When your Rage Meter is nearly full put off a few Powerdrills going back and forth across the screen. It's become the cardinal sin when using M Bison on *SFII*, but this is *Tournament Fighters* and things are different here.

Top Combos
Jamboree/Powerdrill combo
Throw a slow Jamboree and start charging back as soon as possible, if you have been fast enough you can use a fast Powerdrill and you can score a virtually simultaneous double hit.

Standard Three Hit
Jump in and score a deep Fierce Kick or Punch, then drop down for a Crunching Normal Jab and finish off with a Chest Buster. Don't substitute this for a Powerdrill, it's too slow to access.

Axe Kick Chest Buster Combo
A real good combo this, but it's best when used on a dazed opponent. Stand close to your foe and press Fierce Kick and then start charging as soon as the second hit appears. Use the Chest Buster for a powerful three-hitter.

Donatello

Finishing move:
Fire Dragon (Rank 6)

Special Moves
Bo Thrust

1 A good move for combos or corner trapping, but not much else.

Head Spin

2 Pretty useless really, can see it coming a mile off. Knocks down with one hit but is only any good for boosting the Rage Meter as it is awkward to counter.

Ground Claw

3 The Ground Claw is just about the best fireball money can buy – it's super-fast and Donatello's fast recovery time is quite remarkable.

Top Tactics
1. As an offensive move the Head Spin doesn't perform very well, but – hey – as a counter attack it's very difficult to beat and is brilliant for taking out Aura Crushers, Chest Busters, etc.

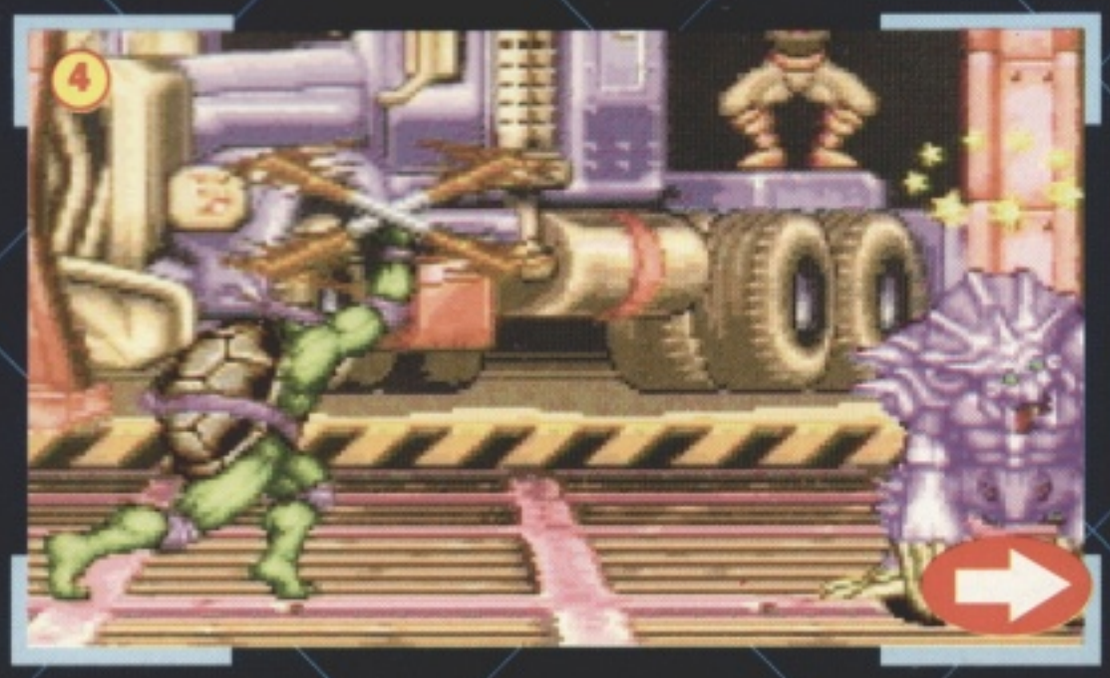
2. As with Raphael, avoid the Shoulder Throw and instead use the deadly Head-Butt (Fierce Kick).

3. Always use Donatello's fast Bo Thrust combo, as you can score more hits with it.

Top Combos
Bo Spin Combo

4 Jump in and score a Deep Fierce Kick, followed by a Standing Jab and finish with a Standing Fierce (double-hit Bo Spin).

Bo Thrust Combo
Jump in with a Normal Kick or Punch, then execute a double-hit Bo Spin and start tapping the Punch button to deliver a Bo Thrust just as your third hit ends.



Michaelangelo

Finishing move:

Dance Of Fury (Rank 2)

Special Moves

Rising Thunder

1 Spectacular triple-hitter that can take out every move except one

(see Aska). Guaranteed to strip away over a third of opponent's energy. Unfortunately, it is vulnerable to fireballs.

Dynamite Bomber

2 A useful attack to get close with as it's fast. You can score as many as five hits on certain characters such as Armaggon.

Dragon Breath

3 Simple missile attack, nothing special really.

Top Tactics

1. Confuse your opponent by using the Dynamite Bomber to cross-over and attack him from behind. It is also useful to counter attack any ground-based fireballs.
2. Use the Rising Thunder to take out 4 opponents who jump in as you get up off the floor. If you are late enough, you will inflict more damage than usual (this can be done with most of them).
3. Don't try to use the Punch, Rising Thunder and expect four hits, it can't be done. The Punch causes enough bounce-back to only score two hits with the Rising Thunder.

Top Combos

Rising Thunder Combo

There are two variations of this combo, but I think the second one is better. Jump in with Normal Punch, Crouch Normal Jab, Rising Thunder (two hits). Alternatively, jump in with Fierce Kick and start charging down, make sure the Kick hits deep – the top of the stomach, ideally. Now as soon as you land use a Rising Thunder (three hits).

Endless Combo

Simple, Dynamite Bomb into opponent and keep charging back, score a Crouching Slide, then Jab and repeat.

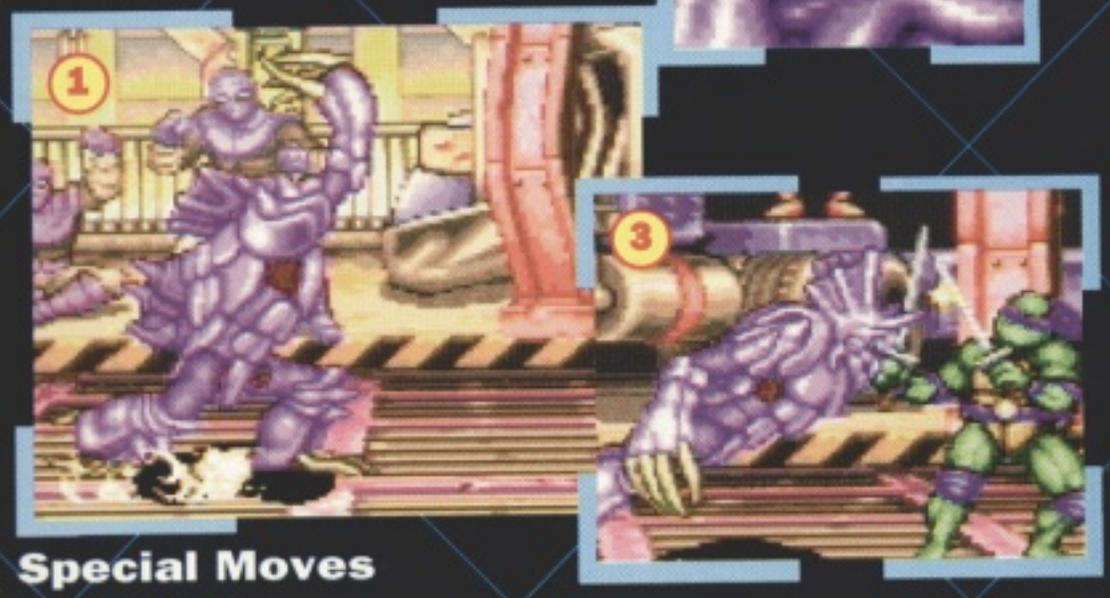
Re-Dizzy

This one only works on some opponents. Jump in with Normal Punch and charge back, then try to get a quick Jab, Dynamite Bomb going (use Fierce Punch for Dynamite Bomber), and there you have it – a lovely seven-hit Re-Dizzy.

War

Finishing move:

War Dynamic (Rank 10)



Special Moves

Turning Uppercut

1 War has this powerful Dashing Uppercut that's great to use as a stand-alone move or as a counter attack, but it's also highly suitable for combos.

Death From Above

2 A Flying Head Stomp (now where have I seen that before?) which is, er, pretty crap. It does pitiful damage, is very predictable, and it's very easily countered.

Secret Move: Dive Head-Butt (Y+B)

3 Now this is more like it. A simple fast move which, although not powerful, is a real winner in combos, sort of.

Top Tactics

1. Look out for War's Normal Standing Fierce Kick, it looks as though it hits high, but it actually hits low.
2. Because a majority of War's moves are fast swipes and prods this makes him rather good at corner trapping. Just improvise on the spot and you should be able to reel off dozens of moves without breaking into a sweat. The Axe Kick and Head-Butt prove mighty useful here.

Top Combo (not very combo-orientated is he?)

4 A Deep Fierce Kick, followed by a double-hit Axe Kick. Crude, but very effective.

Aska

Finishing Move:

Tornado Attack (Rank 7)

Special Moves

Spin Attack

1 There isn't a lot you can say here except she spins and, er, attacks. Multiple hits though.

Spinning Uppercut

2 The best move available, it can take out absolutely anything and is totally invulnerable on the way up. It's not particularly powerful, but it can be tagged on after a Fierce Punch to score a double hit.

2. Make good use of the Spinning Uppercut to counter missile attacks, her range is good enough to catch them whilst still in mid move.

Top Combos

Aska hasn't any combos!

Top Tactics

3 1. Despite what anyone tells you there is no scope for real combos (and I mean *real* ones – three-to-four-hit unblockable ones). Aska's recovery times and bounce-backs are too great, so normally after, say, two moves, she has bounced away so far that a third hit won't reach her quickly enough. So now you know.

Dash Attack Combo B
Standing Jab, Dash Attack, Standing Jab. Although this isn't very powerful, it can be executed at great speed with practise.

Triple Kick Combo
Stand close and execute a Standing Fierce Kick (three hits) and follow up with a Fierce Punch. Amazingly simple, but surprisingly powerful.

Armaggon

Finishing move:

Tsunami (Rank 9)

Special Moves

Aqua Shock

1 Pretty neat missile attack with a fast recovery time.

have been charging whilst doing this, you can instantly perform it again and score a double-hit, thanks to your close proximity.

Top Combos

No combos.

Fin Slicer

2 A powerful double-hit flip which has the ability to go through fireballs. Difficult to counter as it is quite fast.

Secret Move : Glide (in air press DOWN + X)

3 Use sparingly as you are an easy target for more experienced players.

Top Tactics

4 1. Use the Fin Slicer and make sure you just miss and land behind. If you

Wingnut

Finishing move:

Mad Spectre (Rank 3)

Special moves

Hover
Don't bovver!

Moon Buster

1 A great missile attack because it is virtually impossible to counter. Try getting past it to hit him and you'll see what I mean.

Attack in combos to ensure your safety. 2. Don't bother trying to attack on the ground, Wingnut is far more versatile when he's airborne. His ground attacks and walking speed are quite slow.

Top Combos

Dash Attack Combo A
Jump in with Fierce Kick and follow up with a Standing Fierce Kick (double-hit), then finish off with a Dash Attack. Tasty.

Power Dive

2 Not nearly as good as the Moon Buster, but it's good for a laugh I suppose.

3 Secret Move: Dash Attack (Y + B)

Top Tactics

4 1. Wingnut is truly hopeless in lengthy close-quarter combat.

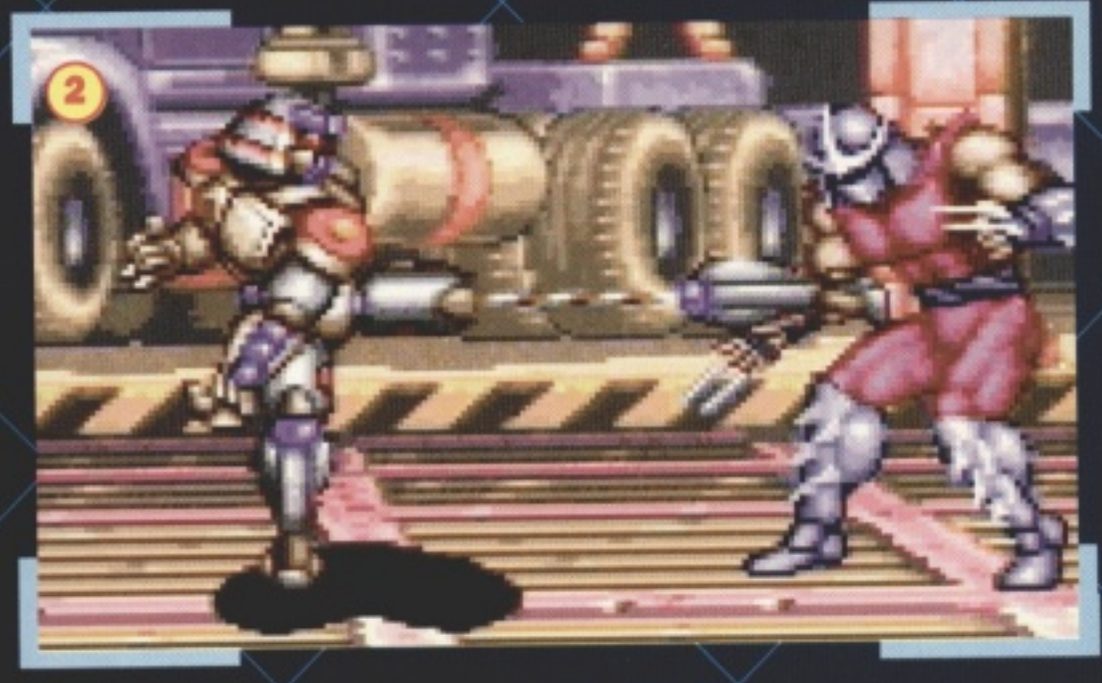
Chrome Dome

Finishing move:
Chrome Bomb (Rank 4)

Special moves
Electric Piledriver

Secret Move: Thrust Kick (in air press DOWN + A)

4 Great to use at the start of combos.



Top Tactics

1. Get used to jumping at opponents with punches, Chrome Dome's extendible limbs can often cause his kicks to miss.
2. Make full use of his long reach by never getting to close quarters. You can attack quite safely from the other side of the screen.

1 Hey, what a hard move! And because it's a grab attack its unblockable too.

Chrome Spark

2 A ground-based missile attack, but nothing to get exited about.

Piston Kick

3 A top move, simple, but great for crossing over safely.

Top Combos

Re-Dizzy (A)
Not every time but very often, the Re-Dizzy should start with a Thrust Kick, followed by a Double, Crouching Jab, Chrome Spark combo and just before they recover, reel 'em in for the Electric Piledriver.

Re-Dizzy (B)
Unlike A this one Re-Dizzys every time and executing it is simplicity itself. Just jump in with a Fierce Punch, then follow up with a Standing Fierce Kick (double-hit knee attack) and Re-Dizzy 'em with a Standing Fierce Punch.

Shredder

Special Moves:

Knee Crush

1 A jumping knee attack which is great for plucking opponents from the air and is useful when corner trapping.

Aura Crusher

2 A superb Dashing Uppercut, it strikes twice and goes through fireballs.

Aura Shield

3 Deflects the opponent's missile attacks back towards them.

Finishing Move:
Lightning Crusher (Rank 8)

Top Tactics

4 1. When your Rage Meter is full get really close to your opponent, to guarantee a hit.
2. Be very careful when your opponent throws a projectile, if they are prepared for your Aura Shield they may count on you using it, and score a hit when they jump in as you deflect only to be left frozen and vulnerable.

Top Combos:

Re-Dizzy
It takes practice to perfect the final hit, but it should definitely be mastered. Jump in with a Fierce Punch and drop down for a Jab, Aura Crusher two-in-one combo, then finish off with a Knee Crush to Re-Dizzy them.

Three-Hit Standard Combo
Jump in with any punch then Crouch and Jab and finish with a Standing Fierce Kick or Knee Crush.

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...so blast out the sixties.. kicks on route six..You don't need a weatherman to know which way the bullet blows but take my advice your gas may be lead free my barrels' got plenty..crank up the bass..slam in the sounds.. this is the action the rock'roll action the only action worth nailin'....

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GAMEFREAK

SNES TECH & GAMING ANSWERS

By Jason Brookes

After suffering the crowds at this Winter's Consumer Electronics Show (CES) in Las Vegas (*Shame – Ed.*), yours truly was only too glad to get back to dreary old Blighty. Even if it did mean answering all your questions...

DEAR GAMEFREAK,

1) Are there any plans for a *Foghorn Leghorn* game on the SNES, maybe from Sunsoft?

2) This is probably the most asked question, but have Capcom or Konami any plans for a four-in-one cart of either *Mega Man* or *Castlevania*?

3) Will *Kirby's Adventures In Dreamland* ever get converted to the SNES?

4) Is there any chance of a sequel to *Flashback*?

5) Apart from *FX Trax* and *Starfox 2*, are there any other planned Super FX games that maybe don't include a single polygon?

6) I know this is a bit soon, but is there any news in Japan of a follow-up to *Secret Of Mana*?

David Sharu, Bedford.

1) I say, I say... boy, er... I haven't got a clue.

2) Not as far as we know. A 24 meg *Castlevania* would be brilliant. Nice idea.

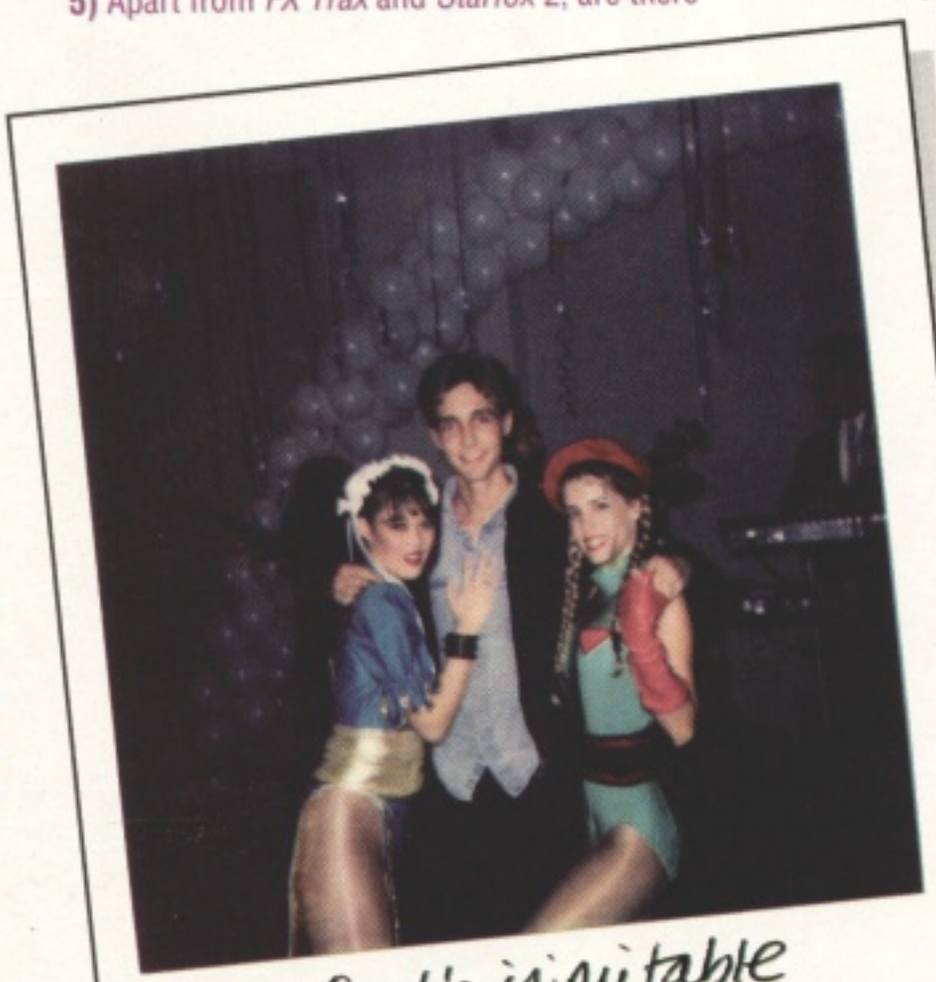
3) No, currently Kirby only has his own golf game on the SNES – *Kirby's Tee Shot*. There doesn't appear to be any plans for a platform game starring the versatile little chap.

4) Yes, but it'll be appearing on the Mega Drive and Amiga first, as happened with the first game. Delphine, the original game's developers, is due to announce it soon, through US Gold.

5) Now, that would be a bit silly, given that polygons are exactly what the chip was invented for. What I'd like to see is the Super FX used to complement an *F-Zero* or *Pilot Wings* sequel. Just think (if it's technically possible), you could have the same type of Mode 7 backgrounds, but use the Super FX to calculate some amazingly detailed polygons on top for buildings and other cars/planes. Are you listening Shigs? Thought not.

6) Nothing has been seen yet, but consider it done anyway. The Japanese very rarely miss out on the opportunity to cash-in on the success of a game.

And if that game happens to be an RPG, well, it's probably a million-to-one shot that they *won't* do it...



Gamefreak's inimitable news-gathering technique...

DEAR GAMEFREAK,

Being a fan of manga/anime and a SNES player, could you please give me any information on *Akira*, the game to be released by Ice this Spring. I read in *Manga Mania* that it will be released across all formats. Does this include the SNES, and what sort of game will it be? A friend of mine tells me it will be a racing game. Any more information will be gratefully received.

Mark Beer, Bideford.

Akira will indeed be arriving on the SNES and promises a variety of play-styles. However, I wouldn't get your hopes up – early screenshots look ropy to say the least.

DEAR GAMEFREAK,

1) I own an American SNES and some of the English games don't work, even work with a Fire convertor. On screen it says the games are not made for my machine. Is there any way to get round this?

2) Will the game *Lethal Enforcers* work on my machine (UK version) or do I have to buy the US version? If so, will the US version work with the light-gun, even though it will be running on a UK TV?

3) *Super Turrican* is out, isn't it?

L P Naylor, Nottinghamshire.

1) There's no fool-proof solution when relying on adaptors. Your only other option might be to get your machine converted by a specialist. Try calling TDS Trading, (081) 677 5113, or Advance Console Entertainment, (071) 383 0480.

2) The US version of the game is unlikely to be compatible with the UK console. Wait for the UK version, instead.

3) Yes. Vic Tokai assure us it is, and has been since January.

DEAR GAMEFREAK,

I recently bought a Super Nintendo stereo lead to get better sound, but when connecting it to my brand new Sony MHL-510 hi-fi the sound was very distorted. After a while I connected the leads to my old portable stereo and it worked fine. Is my problem something to do with RMS – whatever that means?

Martin Fewell, Milton Keynes.

This sounds like your hi-fi isn't kitted out with the proper sockets for connection. It may have a couple of phono sockets on the back, but it's possible that they're only for connecting a turntable (usually marked phono in this case). Turntables operate at a different frequency to other line-in sources, so that's why you're getting a distorted sound. I'm afraid there's no way round this either.

DEAR GAMEFREAK,

Are Capcom going to release *SFIII*, and if so are they going to do what they did with *SFII*, ie release sequels like *SFIII Turbo* and *Super SFIII*? Now I have some more straightforward questions:

1) If you get an imported *SFII Turbo*, will you get smaller borders than the official UK version?

2) One night, whilst watching *GamesMaster*, I noticed that they had an in-development feature on *Mortal Kombat 2*. What I want to know is, will the SNES version have gore?

3) Which do you prefer, *Secret Of Mana* or *Zelda*?

4) Toys R Us recently told me that a new version of *Zelda* was due for the SNES and Game Boy, but not *Link's Awakening*. Is this true?

Look! It's the four-player option. Hurrah!

5) Will the Nintendo mouse ever be sold separately?
Adrian Purser, Dorset.
1) No, for the last time, the game has nothing to do with it. A UK SNES has borders because our PAL TV system uses more vertical lines than the US one. When games are converted into PAL format, the 240-line NTSC screen is squashed to fit into the narrower space that 240 lines occupies on our TV system, so the borders will always be visible. It's a shame, but it's not something that could easily be tackled in a global market-place like Nintendo's.

For programmers to make UK games full-screen it would involve a lot more work. Basically, UK games would either need completely re-drawn or re-sized graphics, or they would need extra graphics bolted onto the top and bottom of the NTSC display, requiring major alterations to the game's backdrops. Even worse, this would take more processor power, would make the game slow down, and would need re-programming. For Nintendo's market the quality of the PAL display isn't important enough for them to disrupt their established programming techniques. It's a shame that they haven't managed to release a switchable 50/60Hz SNES, though, for owners of 60Hz TVs (just about everyone these days). Case closed.
2) Oh dear, we're starting all that again, are we? No, is the answer. Probably.
3) *Secret Of Mana* is my personal fave, though that's mainly due to the wonderful atmosphere the game evokes. The brilliant music is probably the widest and the best collection of tunes the SNES has ever had. The only thing *Zelda* still manages to do better are the puzzles. *Secret Of Mana* is more enjoyable in virtually every other aspect, though, particularly in combat.
4) No.
5) It's been available separately in Japan for a while now, but the lack of mouse-controlled games is probably why it's still being bundled with *Mario Paint* over here.

DEAR GAMEFREAK,
1) When will *Shadowrun* and *Septentrion* be officially released?
2) Is it worth waiting for *Secret Of Mana* to come out officially or should I buy it now on import?
3) Should I buy *Sensible Soccer* now or wait for *FIFA Soccer* or *Goal*?
4) Will *Elite II* or *Monkey Island 2* ever come out on the Super Nintendo?
5) Will RPGs like *Advanced Dungeons And Dragons* games, eg *Eye Of The Beholder*, ever come out?
6) Are there any plans for another *Zelda* game?
Faris Aranki, Dulwich.
1) *Shadowrun* should be available by now, but *Septentrion* is still without an official distributor. Funnily enough, Vic Tokai told us they had considered the European distribution of Human's smashing *Poseidon Adventure*-themed platform escape-'em-up. It seems they weren't impressed, though, and they've decided not to go ahead with the deal. And they decided to release *Time Slip*...
2) It doesn't work through an adaptor, or not one that we've tried, at least. Wait for the UK version, unless you can track down an adaptor that runs it.
3) It depends if you're planning to buy or already own the Multitap – *FIFA Soccer* will support it for up to four-player matches. But can you wait five tortuous months? *Sensi*'s the one to get for just one or two players, though. Or *Striker*. (Sorry to confuse things.)
4) *Elite II* (*Frontier*) is a possibility, but it's unlikely to appear before the first *Elite* game. And I'm sure the designers, Hybrid, will want to see how the first game sells (still no release date, I'm afraid) before committing themselves.
5) *Eye Of The Beholder* has been put on temporary hold at Capcom. It wasn't at the CES either. Check out their new *AD&D* coin-op, though, in this month's arcade report starting on page 28.
6) Yes, but you won't see it on the SNES. Sadly (or excitingly, depending on how you look at it) the next instalment is being developed solely for Project Reality, along with *Mario 5*. Remember, you heard it here first.

***Septentrion* for the Super Famicom should have been a sure-fire translation for the UK market.**

DEAR GAMEFREAK,
I decided to subscribe and thought that (after reading your review) I would also purchase *Jimmy Connors' Pro Tennis Tour*. Imagine my surprise when, after I turned my SNES on, I found that I couldn't find an option to play four-player tennis. Is this because *Jimmy Connors* was released before the Super Multitap was out in the UK? And is there any way I can play four-player on my UK cart?
Graham Clark, Nottingham.
Fear not, you *can* play a four-player match. You see, instead of confusing people who bought the game when it was first released with four-player options, UBI Soft made the game detect when a Multitap is plugged in; only when all the joypads are pressed do the relevant options appear. So, buying a Super Multitap is the next logical step.

DEAR GAMEFREAK,
I can only afford to buy a new game every 18 months or so. (*Blimey – GF.*) So it was with great interest that I read your *Secret Of Mana* review in issue 15 and decided this was the game I wanted. So I shelled out £50 and purchased an American version of the game. And it's great, or at least the box and instructions are. The trouble is, it won't work, even through my convertor. I thought there was no chance of this happening as there was no warning in your review, like you put in your reviews of *Super Mario Collection* and *SFII Turbo*. Is there any chance a convertor will run this game, or shall I just throw it out? I just hope no-one else with a UK SNES has made the same mistake.
Daniel Hart, Derbyshire.
Secret Of Mana will work through the new Programmable Universal Adaptor from Datel, give them a call on (0782) 744707, to order one. It's always best to check with the company that you buy your game from if you need an adaptor for it, especially as new security measures are coming in all the time at the moment.

DEAR GAMEFREAK,
I have just purchased *Ranma 1/2* (UK PAL version from Ocean) and was wondering why your guide to the characters in issue 9 is different to the game's manual. Let me explain: Shampoo has changed name to Bambou; Doctor Tofu is now called Mathias; Pizza Woman is Frederic; Capeman is Johnny Pantyhose (*Oh dear – Ed.*); Akane is Adeline; Casino King is now simply King and Candleman is Gosunkugi. If that wasn't enough, half of them have changed sex as well! Shampoo, Pizza Woman and Doctor Tofu are now men!

But all the characters are exactly the same and the special moves are accessed in the same way. Do you think you could explain?
Stephen Mercer, West Yorkshire.
We originally reviewed the Japanese version of *Ranma 1/2* and the names we used were approximations. The UK version is the same as the US version and this is where the changes were introduced. Shampoo *is* in fact a girl, The character we called Doctor Tofu is actually Moose, and *he* is a man. Pizza Woman's real name is Ukyou and she doesn't fight on a pizza but on something called an okonomiyaki. Capeman and the Minotaur are in fact the same person, but his proper name is Pantyhose Taro – he got this ridiculous name when he was baptised by Happousai (the old wizard who also appears in the game and gets his powers by stealing young girl's underwear). Akane and King are correct, but Candleman's real name is Gosunkugi, as Stephen rightly points out.

DAYDREAMING

Daydreaming will resume normal service next month... Due to the hundreds of letters that have been building up, this month's Gamefreak has been devoted to answering questions. In our next issue things will be back to normal.

Oh yes, and can you send in some more of your daydreams please. It would help. Tell me your ideas for the perfect game by posting them to Gamefreak at the address below, marked Daydreaming. Until next time...

GOT A QUESTION?

Then ask the Gamefreak. He's the expert. And he's got all the answers. His address is:
Gamefreak, *Super Play*, 30 Monmouth Street, Bath BA1 2BW.

MODE 7

By Dan Jevons

CALLING ALL CHEATS, CRACKERS, AND GAME-FREAKS!

And though it is not commonly known among the pharasies, on the seventh hour of the seventh day, just before the Lord God our Heavenly Master took a well-earned breather, put his feet up, and caught the special omnibus edition of *Eastenders*; he had time for just one last burst of divine creativity. The result? Why, Mode 7, of course.

And now, billions of years later, *you* can be a part of it! Yes, for just the price of a stamp, an envelope and a piece of paper, you lucky readers can see your name up in lights and down in print. And you can walk away with your very own ultra flash and enviable *Super Play* pen. Remember, no tip is too small, no guide is too large.

The address to send your missives to is: Mode 7, *Super Play*, Future Publishing, 30 Monmouth St, Bath BA1 2BW.

STREET FIGHTER II

(Capcom) *SP*1: 94%

● **No information bars**

You know at the end of the game, when you complete it on the highest difficulty level and you get all the street fighters doing their world-warrioring over the programmer credits? And you know how there are no information bars obscuring the top of the screen, so it all looks really smart? Well, that lovely effect is yours to take home with you. Or at least, it could be if you follow this bizarre cheat sent in by 'Raz' the Music Man from the Land of the Doors (hope the Post Office can cope with that). Just enter and exit the options screen a total of 27 times before you start a game, and all the energy and score bumf will disappear! Weirdness abounds. Unfortunately, it only works for one round – after that you have to reset, but it's still worth a look. Can anybody find an Action Replay code to do the same, for this or *Turbo*?

Super Play strips *Street Fighter II* bare! (Well, bare of any text anyway.)

Zool finally defeats the Sweeties, at the cost of his waif-like figure. Yum.

ZOOL

(Gremlin) *SP*16: 65%

● **Level select**

Alkan Hassan is on hand again for the *Sonic*-imitating port-over from the Amiga. Start a normal game and as the 'Level 1-1 Get Ready' message appears, keep tapping the 'L' and 'R' buttons alternately (ie L,R,L,R) and quickly. Like the clappers, in fact. When the screen fades a new menu appears giving you access to wherever you'd like to go.

ASK ALLAN

INVALUABLE MONTHLY GAMING ADVICE

It's been all go this month. Mainly because of the flood of letters asking for solutions to P Lipscombe's *Shadowrun* question. Well, I received over 10 solutions, but nearly 30 more requests this month and the same again last ish, so you're going to have to look up last month's Player's Guide, which you've probably done by now, anyway.

DEAR ALLAN,
I am having problems on *Flashback*. Have you got any codes, tips or cheats for me?
Conrad, Outer Space.
ALLAN SAYS:
Try these level codes, I think they'll help:
Level 2: JWLYX
Level 3: RSVP
Level 4: DXCPT
Level 5: JLMN
Level 6: ZTHRK
Level 7: CRLQXZ

DEAR ALLAN,
I can't beat Tomator at the end of *The Lost Vikings*. I can do Olaf and Baleog's bits, but Erik always dies trying to kill Tomator. I rang the Nintendo Hotline, but they class it as a puzzle game. Help me!
Jeremy Pix, Surrey.
ALLAN SAYS:
Erik's bit is rather difficult, but just shooting him is not the answer. Instead, shoot through the holes in the wall on your left to hit the buttons, making Tomator fall through the trap-door he's standing on.

DEAR ALLAN,
I have rebooted the computer on *Jurassic Park*, but I can't access the menu. Do I need to find a certain console?
Mark Skinner, Surrey.
ALLAN SAYS:
Just click on the screen and a load of options will unfold before your very eyes.

DEAR ALLAN,
Have you got any Action Replay codes for *F-Zero*?
Paul Thompson, Dublin, Eire.
ALLAN SAYS:
Try these Paul:
For infinite energy enter: 7E00CA08,
or for infinite nitros enter: 7E0CF303

DEAR ALLAN,
After rescuing Princess Zelda, I noticed two cracks in a wall in another section of the dungeon, but I can't find any bombs. Can you help me?
Damian Smith.
ALLAN SAYS:
Yes, I can. But you'll need some bombs and the Speed Boots first. Once you have these items you can return to the aforementioned room via the graveyard and either bomb or charge the cracked walls. The choice is yours!

DEAR ALLAN,
Can you make *Aladdin* harder?
Kevin Ho, Scotland.
ALLAN SAYS:
Play it blindfolded!

DEAR ALLAN,
How do you get the key at the end of the Valley of Bowser 4 in *Mario World*?
K A Patras, Greece.
ALLAN SAYS:
Easy! At the top of the vine on the same level you will find a block with Yoshi inside. Get Yoshi and make sure you don't lose him. Now, at the end of the level, stick Yoshi's tongue through the wall to grab the key and stick it in the keyhole.

DEAR ALLAN,
How do you do Scorpion and Rayden's teleport moves in *Mortal Kombat*?
Anon, Nonamesville.

YOSHI'S SAFARI

(Nintendo) *SP*12: 69%

● **A whole new game**

Yoshi's Safari a bit insubstantial for you? Finally fed up with shooting him in the back of the head? Then try this code, sent in by Mr Adam 'Magic Feet and Lucky Bandana' Riley of Leamington Spa, to give you access to a whole new quest! On the title screen press and hold down L, R, X, Y and then START simultaneously. The background should change from blue to purple, and when you begin a game, the princess should tell you about a whole new adventure she's got in store for you. It's almost inconceivable that such an option has been kept hidden and can only be accessed by a cheat.

SECRET OF MANA

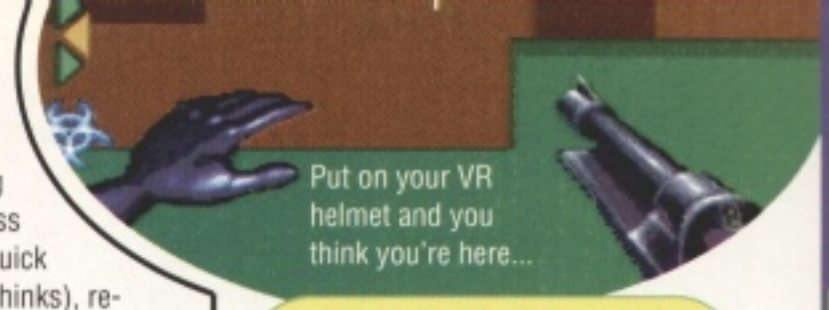
(Square Soft) *SP*15: 94%

● **Make your party immune to spells**

As you may well have gathered, we think *Secret Of Mana* is a little bit brilliant. It is thus with great pleasure that I present to you our first *SOM* tip, courtesy of Richard Childs of Shepperton.

Firstly you've got to make sure you've obtained either the Midge Mallet or the Moogle Belt before you try this, otherwise it's a bit pointless. Then, whenever a creature casts a spell on one of your party, quickly press the Y button, select the Moogle Belt or Midge Mallet, and use it on the ally that the spell is being cast upon. Then, quickly press the Y button again (a lot of quick pressing of the Y button methinks), re-select the Moogle Belt or Midge Mallet and re-select the ally that the spell is being cast upon. The game doesn't seem to be able to cope with the processing of two effects on one character, and the ally won't have lost any energy at all! And, if you want to do the same thing but make yourself immune, rather than one of your party, use the X button, select an ally, and then get him to use the Mallet or Belt on you instead.

Watch out for the definitive Player's Guide. Real soon now. Honest.



Put on your VR helmet and you think you're here...

THE LAWNMOWER MAN

(Sales Curve) *SP*15: 77%

● **Cheats galore**

To access a cheat mode of leviathan proportions, pause the game whilst playing and press B, R, A, SELECT, SELECT, Y, A, B, Y, A, B, then unpause and play on. But that's not all, claims Jamie Weller of London. Pause the game again, press A, L, L, then unpause, and a special options screen appears that's so fab you'll wonder if you aren't already acting out some VR fantasy.

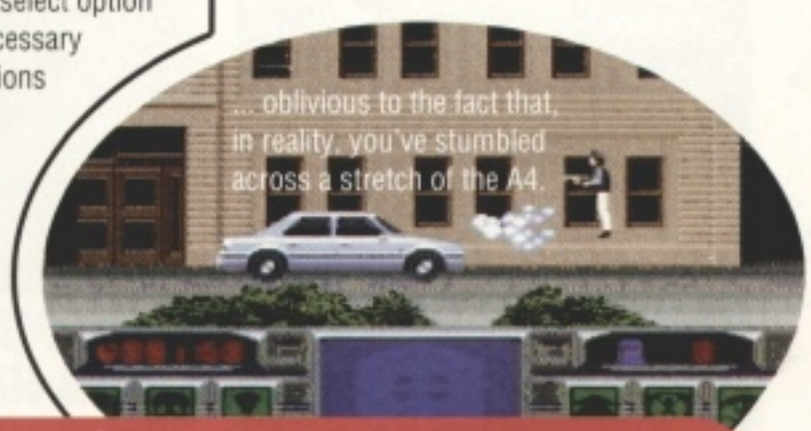
But wait – we haven't finished! Should you wish to go about things the hard way, but still a little easier, then pause again, press R, A, SELECT, Y, then unpause and the gift of immortality is yours for the taking too. And if you pause the game during the Virtual Reality first-person perspective bits, press A and then unpause and you'll be transported straight to the exit without even having to lift a finger. Amazing! Almost a star tip too, had the platform bits of the game not been so bad.

AERO THE ACROBAT

(Sunsoft) *SP*13: 84%

● **Level select**

Nobody could have predicted that *Wings Of Desire*, Wim Wenders' intense black-and-white film of love and sacrifice, would spawn a cute platform game: and, of course, it never did. If you squint, though, Aero does look a bit like Nick Cave. Anyway, this level select option will save you from unnecessary Aero bashing. At the options screen press DOWN, A, DOWN, Y, DOWN, A, DOWN, then Y again. Now start the game – you can skip to 'level completed' by pressing START and SELECT.



ALLAN SAYS:
Rayden's teleport is accessed via a quick DOWN, UP movement, whilst Scorpion's teleport punch is done by pressing DOWN, DOWN-LEFT, LEFT, plus Heavy Punch. (When you are facing right.)

DEAR ALLAN,
On *Flashback* Level 2, I can't reach the platform at the top of the second screen. How do you do it?
Mike Ripley, Cheshire.
ALLAN SAYS:
Right, to do a jump and grab stand near to the wall on the second platform, then hold down the RUN button and tap LEFT on the D button. Conrad will take a couple of steps before jumping automatically and grabbing hold of the ledge.

DEAR ALLAN,
Where is the Magic of Lumina in *Secret Of Mana*? I'm in Northtown and I can't find it anywhere.
Iain Baker.
ALLAN SAYS:
I assume you have been using the Analyzer Magic on the bosses to discover that several of them fear Lumina Magic. Well, don't concern yourself Iain, because Lumina turns up later when you receive it from the sun elemental in one of the Mana palaces. The game showing that certain enemies fear Lumina is really a trick to confuse you and make you think you have done something wrong.

'Aaaaargh. I wish you'd stop doing that Ripley. I can never get the scorch marks off my exo-skeleton.'

DEAR ALLAN,
Is there a level select for Storm's *The Lawnmower Man*?
Francesco Angelini, Standonware, Herts.

ALLAN SAYS:
Yes, there is and it allows you to play any one section from the game. Cast your eyes upwards to Mode 7 and you will find it there.

DEAR ALLAN,
On Level 2 of *Alien*^{3} I can't get the power pack in Hangar Bay 4. How do I get on the same platform as the power pack?
Paul Carmody, Listowel, County Kerry, Eire.
ALLAN SAYS:
I can't quite remember this one, but I think that if you go through the second left door on floor 2 of Alien Level 2 you should end up on the right side of Hangar Bay 4 and you should be able to reach the power pack there, but then again, I could be wrong!

DEAR ALLAN,
I can't light the four torches found -in Dungeon 6 of *Zelda*.
Douglas McIlwraith, Blackpool.
ALLAN SAYS:
Blocking the torches are three moveable blocks. Push the top and bottom ones towards the torch and then push the middle block either up or down, giving you complete access to the torches.

DEAR ALLAN,
In *Jurassic Park*, I can't find the Beach Utility Shed or the North Utility Shed. Please help me!
Carl Byron, London.
ALLAN SAYS:
To reach the Beach Shed, you'll have to negotiate the jungle maze to the south-west of the Visitor's Centre. And, as for the North Shed, you must open the west gate to reach it.

ONE FINAL WORD

Thank you to Alex Iddon of Liverpool for his wonderful piece of fan-mail. But would I be right if I detected a bit of jealousy there?

SEND YOUR LETTERS TO:
Ask Allan, *Super Play*, Future Publishing, 30 Monmouth St, Bath, Avon BA1 2BW.
He's waiting for you...

ACTION REPLAY CODES

With the release of Datel's Action Replay Mark 2, I'd like to see some more complex AR codes. And come on readers, make them a bit more interesting. Everyone can work out infinite lives, energy and the like – there's a trainer that does it for you, for heaven's sake.

SUPER STAR WARS
7E08 DB0(x) – Change (x) to hear previously unheard tunes from the brilliant soundtrack

SUPER BOMBERMAN
7E0D 736F – Red Detonator for player 1
7E0D B36F – Red Detonator for player 2
7E0D F36F – Red Detonator for player 3
7E0D D36F – And for player 4 too

TOP GEAR 2
008A 3D01 – Both these codes enable
01F8 0580 you to play a SCART TG2 on a PAL SNES
7E1E 5D29 – Mystery code

ALADDIN
7E00 5D00 – Play the US version on the UK machine

SUPER EMPIRE STRIKES BACK
7E01 AC03 – Unlimited lives
7E03 15FF – Infinite force
7E01 D80(x) – Blaster (x is 1 to 4)

STRIKER
7E0E 1800 – Opposition goals do not register

PUGSLEY'S SCAVENGER HUNT
7E00 8400 – Pugs can fly. Just hold the JUMP button down

F1 EXHAUST HEAT
7E00 5DFF – Full speed
7E00 64FF – Full revs
7E05 C704 – Infinite nitro

SUPER MARIO ALL STARS
7FFB 0223 – Reach the fabled Level 9-1 on both *Mario 1* and 2!
7FFB 0226 – Reach the equally mythical Level 9-4

JURASSIC PARK
7E03 8CFE – View the game's ending sequence
7E02 8CFE – Infinite weapon 1
7E02 95AA – Infinite weapon 2

We found no change in the fatalities, which remained bloodless. It's just a sophisticated palette change.

MORTAL KOMBAT

(Acclaim) *SP*11: 81%

● **Blood and gore**

It's all over. One of video gaming's greatest controversies, surely ranking alongside 'how do you play as the bosses in *Street Fighter II*?', finally comes to an end. The catch is that you'll need to invest in the improved electronic probing digital bits of Datel's new Action Replay Mark 2 to see it. Excellent skank, Datel – we bet you knew all along. And it won't hurt your sales of this new baby, eh?

Anyway, here it is. You need to enter it as dead code – that means you type in DEAD C0DE first and put all the following codes in correct order, without gaps. This has only been tried on a PAL version of the game, so we can't vouch for American carts.

0) DEAD C0DE
1) 80E6 9B08
2) 08C2 30A2
3) 0000 A916
4) 009F 3014
5) 80E8 E8E0
6) 0800 D0F2
7) 2808 E220
8) 9C21 215C
9) A1E6 8000

Get it right and you can start decapitating and maiming little electronic sprites in the comfort of your own home – which was, after all, the game's original appeal. Just don't get carried away and try to lightning-bolt somebody for real, eh kids?

PINK GOES TO HOLLYWOOD

(Tecmagik) *SP*17: 76%

● **Level skips**

'COS HE'S THE ONE AND ONLY TRULY ORIGINAL–(*Snip – Ed.*) Am I alone in thinking that cartoons these days just aren't what they used to be? That these new-fangled *Defenders Of The Planets* and *Dennis The Menace* what-have-you can't hold a candle to the older material, especially Chuck Jones' Warner Brothers 'Toons of the Forties? I am? Oh. Well, anyway, here's the cheat. To advance to the next level at any time during the action, simply pause the game (that's press START for all those of you who didn't know) and then press SELECT. Simple as that. Many thanks to... me! As I found it all by my lonesome. So there.

SUPER STRIKE EAGLE

(Microprose) *SP*8: 61%

● **Hidden mission**

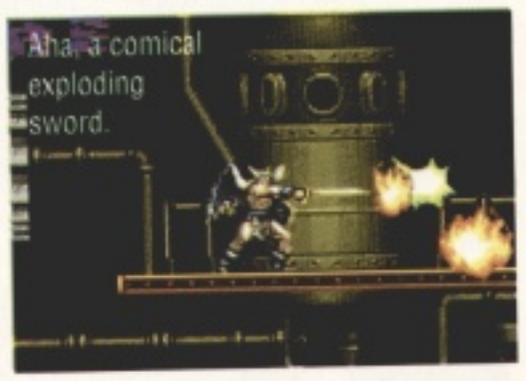
The SNES isn't really capable of top-notch flight-sims, as this game so ably demonstrates. Nevertheless, if you've got it then you might want to enter a code of: G6CH4228, and you'll be taken to an extra-tough hidden mission. You'll also start with a few million points, giving you access to all of the AAM's and AGM's available.

ACTRAISER 2

(Enix) *SP*16: 69%

● **Level passcodes**

A sequel, eh? It must have seemed like such a good idea at the time, yet somehow it turned out decidedly average. As if to prove our criticisms well-founded, A Davis of Lancashire has already finished the game in normal mode. These codes have been gleaned from the US version, but should be good for the Japanese version too.



Indusen	start: no code
Benefic	XZKC XBZM WTHC
Tortoise Island	JCLD XYTX TMCT
Altheria	MLWK BPZW YJCW
Modero	MMFH MBKC FFTL
Demon's Cave	MSCY HKHD ZFHC
Deathfield	MFLT CMSP XWFZ
Almetha	MFLH MFDS MXPS
Palace 1	MFMJ PLBW LPCX
Palace 2	MFMJ TTLK FPTP
Gratis	MFMJ TWSY HMTF
Stormrook	MFXT SHJT CYTP
Tower of Souls	MFCY BPXF DWKL
Death Heim	MFCL SYMC MSXF

SUPER SOCCER

(Human) *SP*1: 83%

● **Access a hidden game**

An old game, but popular, and its a good tip too, so here it is. In exhibition mode, enter in the password: UP, DOWN-LEFT, RIGHT, RIGHT, RIGHT, UPPER-RIGHT, DOWN, and UP. Defeat Argentina (something not many football teams seem to be able to do these days), watch the referee steal the trophy(!), and you'll be able to play a rather special game. We think you'll like it.

GAME GENIE CODES

And here is this month's Game Genie hall of fame. Hurrah! We've been suffering from a bit of a Game Genie drought here in Bath over the last couple of months, so get decoding, readers!

MORTAL KOMBAT
BDB4 DD07 – Changes sweat to blood
DC61 14DD – Start at Goro
E62F 3044 – Liu Kang kills anyone with his Uppercut
EA2D 3934 – Liu Kang kills with his Foot Sweep!
CB6A 44AF – Two codes together let
D16A 47DF you fight at the pit all the time (after the first battle)

STREET FIGHTER II TURBO
1585 7D60 – All players can teleport by pressing DOWN
D071 E460 – No charge time for any special moves

SUPER MARIO ALL STARS
C2CF 04AA – Infinite lives *Super Mario Bros*
C2B8 A455 – Infinite lives *Lost Levels*
DDA0 ACD3 – Mario can fly on *Super Mario Bros 3*

Come on you lot, we want more codes! So get hacking and send them in to: Mode 7, *Super Play*, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW.

SUPER EMPIRE STRIKES BACK

(JVC) *SP*13: 71%

- **Sound test**
- **Extra credits**
- **Text rotation**

It is my greatest pleasure and privilege to present you with the first *SESB* cheats, discovered by my modest self. To obtain a rather useful Sound Test screen, where you can change the background music to whatever you want, or just listen to favourite tunes, simply start the game and, at any time whilst playing, hold down Y, B, X, A, and DOWN on the D-Pad, then (whilst holding) press START. If you keep returning to the Sound Test screen you will be given different messages (just like *Super Star Wars*): eventually you are told that by pressing X, Y, A, B, X, X on the title screen (where you choose passwords and options) you can get seven credits, whereas pressing Y,Y,Y,Y will allow you to mess around with the scrolling text intro bit by using the 'L' and 'R' buttons.

TURTLES TOUR. FIGHTERS

(Konami) *SP*15: 90%

- **Extra speed setting**
- **Play as the bosses**

I was a big fan of the original Eastman and Laird *Ninja Turtles* comic, and I thought the movie was a bit of a laugh too, but these pathetic *Hero Turtle* ITV cartoon creations are just pitiful. Really pitiful. Still, the game's an absolute corker (as are most Konami games these days) and I grudgingly admit, almost as good as the original *SFII*. So on with the show.

William Murray of Kingsthorpe discovered that by inputting the usual Konami cheat on controller 2, whilst on the title screen (UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B then A), you'll here a voice and be given the option of an extra in-yer-face speed setting that's guaranteed to have you pulling your hair out.

If you want to use the bosses (who doesn't?), play a one-player game until you are fighting against the enemy you'd like to be, then press START on pad 2, and if you're lucky, that boss should appear in player 2's character selection box ready for use. Yes, I know it's not really a proper 'be the bosses' cheat, but given the desperation of some of you over the *Street Fighter II* boss thing, I thought I would give you something to chew on before we bring you the genuine article in a future issue.

'... And that's for getting Oliver North out of trouble...'

WING COMMANDER 2

(Mindscape) *SP*13: 64%

- **Secret options menu**

Something strange and unexpected happened to *Wing Commander 2: The Secret Missions* on its way over from the PC to the Super Nintendo. Nobness set in.

Anyway, even so, here are directions for reaching a top secret options screen (you will remember we did something similar for *Wing Commander 1* a while back), where you can choose your series, mission, invincibility, song, sound effects and sound group. Crikey. At the title screen, press 'L' button, 'R' button, SELECT and START simultaneously on pad 2, and if you're lucky, you should have bashed all the Kilrathi and saved the galaxy by tea-time!

Our grateful thanks to Phil Tredinick of Brighton, 'The World's Last Gentleman', apparently, for that pearl of wisdom. Shyeah, right.

SUPER CONFLICT

(Vic Tokai) *SP*9: 49%

- **Level select**
- **CPU VS CPU**

A bit complicated, this one, so listen up. Start a one-player game, go to the level/scenario map (the one with the jeep on), then press and hold B and the 'L' button simultaneously. Then press and hold X and Y. Now, keeping hold of B, L and Y, release X and then press it again. Then release all the buttons. Now, whenever you push buttons B and L together, the next area on the map will become accessible allowing you to play any stage in the game without going through the previous battles.

Scenario 5: Lake struggle. 'Men, it seems that Lake Ontario is holding several civilians hostage. Your mission is to wrestle it to the ground, manfully.'

Secondly, to get the computer to do battle with itself, put your jeep (on the map) on any unfinished area then press and hold SELECT, followed by X. Becky Murphy of Portsmouth, we salute you and your keen military instinct.

SUPER FAMILY TENNIS

(Namcot) *SP*11: 83%

- **Passwords**

Seth Eagles, a born and bred Welshman, wrote in with these codes for this laugh-a-minute tennis sim.

NAMCOT THEATER

1) BABABAXY	2) YXXAAXXY
3) AAAABBBB	4) BBBXYAAA
5) XYYXABBA	6) YABAXABA
7) AXBXXXYX	

DOUBLES TOURNAMENT

1) YBAXYAXB	2) BYAXYXYB
3) YABXYAYB	4) BXBXYXAB

It'll sound cruel, but we still think it's fun to aim a serve at the ball boy. Hee hee hee.

The racing world was shocked to learn that Lester's horse had failed to pass a drug test.

SUPER MARIO WORLD

(Nintendo) *SP*2: 94%

- **Endless coin fountain**

Another old game, but still a favourite, so we're happy to let Stephen McCabe of Liverpool have his say. Go to the SPECIAL set of stages and enter the 'Funky' World (hey, I don't make up the names, I just use 'em). About half-way through the level there is a Sumo Brother on some jump blocks (you know, the ones with musical notes on). Kill the Sumo Brother, and on the two blocks nearest to the left you should find an infinite supply of fountaining coins, so you can just sit there and keep bouncing on it to get as many as you want. Honestly. So go and dig out that dusty copy of *Mario World* and rekindle your passion for the plumber in red dungarees.

THAT'S ALL FOLKS!

All? All? Isn't four pages packed with the hottest tips around enough?

Send your tips and cheats to: Mode7, *Super Play*, 30 Monmouth Street, Bath BA1 2BW.

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Play American and Japanese carts on your UK Super Nintendo (and, for that matter, your UK carts on Japanese or American machines). How? By using a Universal Adaptor, of course. We're offering you this useful piece of kit at only...

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Want to enhance your games playing skills without lifting a finger? Well, you've come to the right place. *Super Play* is offering you the Competition Pro Pad, which features auto and turbo fire, a slow motion selector and an eight-way superswitch. Hurrah! It's an essential buy if you want to keep beating your mates. And – yes! – we're offering it to you at the amazingly low price of...

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PRO ACTION REPLAY

Turn to Mode 7 on page 74 right now, find the Action Replay codes box and see what you're missing out on, if you don't get hold of a Pro Action Replay, that is. You can get infinite lives, infinite continues, invincibility, or find loads more codes for yourself with this excellent cart. It can be yours for only...

£44.99

FILL IN THE FORM FOR SNIP CITY!

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Bet he reads... TOTAL!

No wonder this bloke's so cheerful. He's just bought the March issue of TOTAL magazine. A mag which fulfils all his Nintendo needs.

With an exclusive feature of Nintendo's best Super FX title – Stunt Race FX. Super NES reviews of NBA Jam, Madden '94, Skyblazer and Mega Man X. Plus Mystic Quest on the Game Boy and a crammed section of NES classics – TOTAL offers you a massive 21 reviews in all. And that's just for starters. There's also player's guides for Flashback and Zelda IV, masses of tips 'n' cheats, all the latest CES news and loads more besides.

He's off to the flicks now, with the free cinema tickets he got with the mag. Isn't it time you got the TOTAL picture? On sale now!

PLAYBACK

HYPER EXCITING

READER'S VOICE

This month in Playback: Painting anime-style; the price of Super Nintendo games (again!); how do you start a games shop?; wouldn't it be nice if better games were produced?; adaptors and stuff; isn't Zy a wonderful chap?; plus a couple of crap jokes.

'THE FAT CONTROLLER'

As the father of two young SNES players I was very, very disappointed to find a cart in my local games emporium that your esteemed journal has not reviewed, nor even mentioned – to the best of my knowledge. This is *Thomas The Tank Engine*.

Okay so it's not a – so called – beat-'em-up game, or even a scrolling platform RPG (is that how you refer to them?). But it is, after all, a game on the highly enjoyable SNES, and as such surely warrants some attention. Is it a good game, I wonder? After reading a review or referring to your What Cart? section, I might have some idea.

Your scant regard for the younger player is shameful. Despite your 'mature' views on *Mario Paint* my seven- and four-year-olds love it. How many other suitable games have we not heard of?

So mellow out. Don't approach every game like pseudy gameplay clever-dicks – which you clearly are anyway. 1994 is the year of the family. Open your eyes to it, you destroyers of society, and stop pandering exclusively to the 'spotty little runt' market.

Yours faithfully,
Zardoz, master of his garden and all he surveys, Harrow, Middlesex.

What are your kids going to think, having a father called Zardoz? Anyway, we'll ignore your pathetic offensiveness and concentrate on your question. We review games for all sorts, and if we see *Thomas The Tank Engine*, we'll review it.

'I NEED SOME'

I am considering starting up my own games shop, specialising in SNES and Mega Drive games. However, I need some information before I start and would be obliged if you could help. I need to know a number of things:

1. What sort of profit margin do shops work off for new games?
2. A list of wholesalers and importers if you have one.
3. Do you know how successful mail order-only companies are?
4. What sort of rates mags such as yours charge for advertising.

I would appreciate that you may not be able to answer these questions in the magazine, so I have enclosed an sae for any reply. I would be eternally grateful for this and any other information you could supply.

Cheers,
Anon, Nonamesville.

Well, firstly, we can't answer queries personally, even with an sae. We just haven't got the time. And, as to the success of mail-order companies; well, if you keep your overheads down and you provide a fast, effective and cheap service, you should make dosh. Sorry to be vague, but the only people who know how successful mail-order companies are, are the companies themselves.

As for advertising, call Jane Geddes on (0225) 442244.

'I'M NOW COMPLETELY HOOKED'

Just recently I noticed that BBC2 was showing *Akira*. Naturally, I tuned in to see what all the fuss was about and I was astounded. I'm now completely hooked, and I'd love to (try) and draw and paint anime style.

Please, please could you introduce a regular article on drawing techniques and equipment needed to produce authentic-looking pictures. Wil Overton could do it – his artwork was why I started buying your mag, and he could show different styles and poses each month – it'd be brill.

Oh, by the way, could you recommend some anime videos on UK release; either here or in Anime World, and more background stuff. Otherwise, congratulations on a great 16 issues, and good luck on the next 16.

Yours faithfully,
O Hodson, Hemel Hempstead.

Funny you should say that. We were talking about this yesterday in the office. We'll do it if enough people are interested. Wil reckons he can teach the elements of anime with ease, so if you want to learn how to draw anime, send in a letter or card asking us to do it. If we get over 100, we'll definitely run it in an issue or two. Can't say fairer than that, can we?

'I'M AFRAID'

Whilst reading the quiz in issue 16 of *Super Play*, I was rather surprised when you said the *Macross* game has nothing to do with the original anime characters. This is a bit wrong, I'm afraid. The three game charas, Hikaru, Max and Millia do actually appear in the

'IT'S EVER SO HELPFUL'

First of all, congratulations on a great magazine. Being one of your older (32) readers, most of my monthly salary goes on the dreaded mortgage (in common with thousands of others), so I prefer to buy my games with plastic. Obviously, this has to be controlled, so I wait until my outstanding balance in low(ish) then decide which game to buy.

I used to refer to What Cart?, select a few games and then look them up, using the issue number, for a fuller review. Please, please, please could you consider including the issue number in your new format? It wouldn't take up much space, and it's ever so helpful.

Apart from the above suggestion/criticism, repeated congrats on the recreational highlight of each month.

Yours sincerely,
Jackie David, Guernsey.

We have had several letters asking us to reinstate the issue numbers in What Cart?, and so we have! Turn to page 84 and you'll find that the new, improved What Cart? has been improved even further. This just goes to show that when you write and ask us to change the mag, we do (if we think it's a good idea).

THE SUPER PLAY INTERESTING-O-METER

If you write to us, please don't make your letter boring...

HOT

The life of battery back-up carts

Whether Nintendo are being fair to us users

Should there be a 'how to draw anime' guide?

NOT

How do I get off the first screen in *Secret Of Mana*?

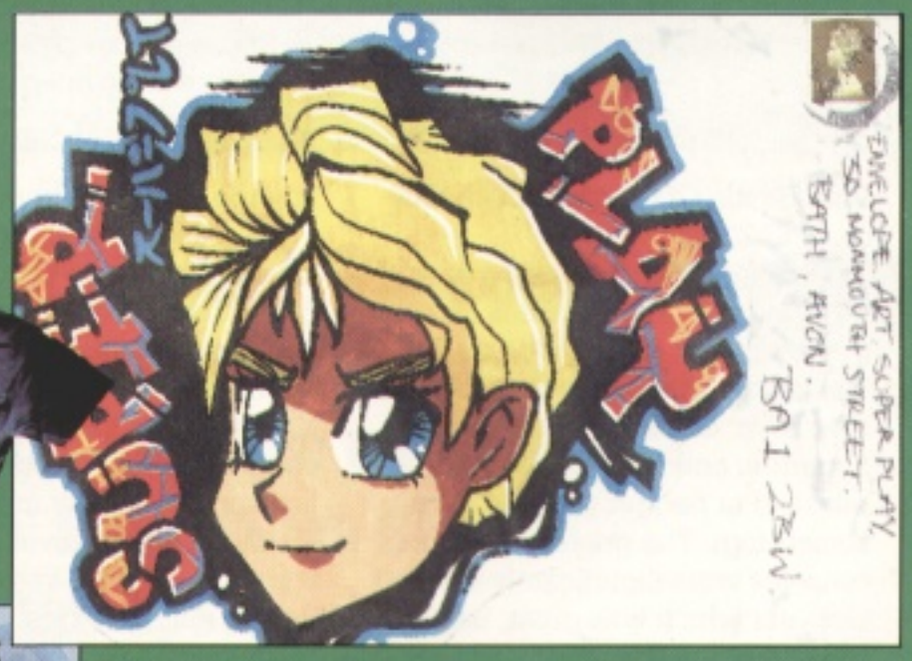
Boring, detailed guides to anime characters

Brookside

Better than a pile of bricks, it's...

ENVELOPE ART!

Want to be in with a chance of winning one of these incredibly stylish *Super Play* T-shirts? Then get those paints out and send us a decorated envelope (it would be nice if you enclosed a letter or some tips for Mode 7 in the envelope too). Post it all to: Envelope Art, *Super Play*, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW.



Above: Jon-One from Newbiggin by the sea sent in this great envelope – he also drew a kangaroo on the back for some reason.

Left: Daniele Balestrieri all the way from Italy (land of famous painters and fabulous pasta) drew this brilliant *Ranma 1/2*.

Tyrone Theophile of London has obviously been watching the *Gall Force* OAVs recently.

T-SHIRT WINNER!

Ben Boston from Bristol is the lucky winner with his compilation of anime characters.

original 36-episode run in Japan. Max and Millia are not particularly important characters, it's just that they were put in because the two main charas, Lynn and Misa don't fly Valkyries. If you look in issue 15, page 37, you will see Millia and Max standing alongside Lynn Minmei, Misa and Hikaru.

Yours faithfully,
Kevin Banks, Watford, Herts.

OK. OK. So Max and Millia appear a tiny bit. But, seeing as none of the big characters apart from Hikaru appear, we weren't completely wrong, were we? Even if we were, what's it to you? What'cha gonna do about it, eh? Fight us or something? Anyway, all this is getting far too involved, so we'll stop now.

'AND WE WOULD BE HAPPIER'

I noticed in issue 16 in your What Cart? section, just how many carts fall short in the percentage ratings.

A massive 68% of carts are below 80% in the ratings. 4% are impossible to judge, leaving only 28% of games that should be worth the price tag.

Wouldn't it be beneficial to both game houses and games players if better games were produced? More would be sold and we would be happier.

Yours gratefully for a super read,
D K Roberts, Crewe.

Of course it would. But no company ever decides to produce a bad game. They all try hard to make their games great, but it appears that 80% fail. 80% of pop records are crap, and 80% of TV programmes are as well.

'SIGNIFICANTLY SLASHED'

I am writing to you about my concern towards the prices of SNES games. For example, I have been waiting months for the release of *Turtles Tournament Fighters* and on its day of release I popped down to my nearest games store, only to see that it carried a hefty £60 price tag. I was horrified. If I didn't have game vouchers to spend I definitely would not have bought it; as I felt only a classic game like *SFII Turbo* is worth spending that amount of hard-earned cash on. Although *Tournament Fighters* is a very good game, it is not a classic, so I think £50 is a more realistic price (as it is 16 meg).

Also titles like *Mickey's Magical Quest* and *Mortal Kombat* are over-priced too, and asking £50 for a game like *Terminator 2: Arcade* version, when the almost identical Mega Drive version costs a mere £20 is outrageous. I honestly feel that if Nintendo want to beat Sega in the sales

'HIGHLIGHTS'

I'm mad. I've gone completely, totally and utterly loony and its all your fault.
Thanks for listening,
Steve Fitzsimons,
Bolton, Lancs.
PS I think you should give Zy a pay rise.
No, you're perfectly sane. Here, Zy, accept this cheque for £250,000 with our thanks.

Merry Christmas and a Happy New Year.
Yours faithfully,
Kevin Clarkson, Erith, Kent.
Send us a card.

I'd just like to say that I totally agree with Zy Nicholson and his review on *Mana*.
Tony Birch, Shrewsbury.
Have some more money, Zy.

Maybe you could review back issues games and see how good they are nowadays, starting from issue 1.
Karkay Tang, North Watford.
Then again, perhaps not.

In *Super Play* issue 4 you had a review of *Death Valley Rally* and in one of your pics you had a picture of an opera singer (which appears after you complete a level) and you had printed under it 'But who the hell is that?'. Well, have you ever heard the saying 'it ain't over till the fat lady sings'? Well, that explains who she is!
Yours faithfully,
Daniel Yeo, Sutton, Surrey.
If you're so smart then Daniel, what's her name? Eh?

war this year, they just have to lower the cost of their older and newer titles. Many of my friends intended getting Super Nintendo machines this month with their money, but they changed their minds when they saw the price of software. Even though they felt the Super NES was a far superior and cheaper machine to buy they bought Mega Drives, as the software was more affordable. After all, they could buy three titles like *Biohazzard Battle*, *Revenge Of Shinobi*, *Golden Axe* (all good games) for the price of one SNES game like *Mortal Kombat*. Another example is Capcom's *Mickey's Magical Quest*, although it is a good game, it's not much better and easier to finish than *Castle Of Illusion*, which only costs £20.

I congratulate Nintendo on lowering the prices of titles like *Starwing*, and *Mario All Stars*, but I feel it's high time that old titles like *Ghouls 'n' Ghosts*, *F-Zero*, *UN Squadron* and *Pilot Wings* were released at budget prices (£20 or something). The price of SNES consoles were significantly slashed last year which was great, but at the end of the day it's the games that count. After all, what's the point of buying a SNES if you can't afford to buy any games to play on it? I don't think I would have bought my SNES when I did if I had any idea of how expensive the games would be after the machine first came out.
Yours sincerely,
Dean Norton, Tonyrefail,
South Wales.
Haven't we covered this sort of thing before? Yes. *Super Play* agrees that games are too expensive. But the strength of the yen and Nintendo's cast-iron grip on the market means that the likes of us have little say in the pricing.

But we'll keep campaigning for cheaper games, better games and more games, and we'll keep you up-to-date on the market. If you still feel strongly, write to Nintendo. You never know; a few thousand letters might make a difference. The address is: Nintendo Consumer Service, Parham Drive, Boyatt Wood, Eastleigh, Hants SO5 4NU.

KINDLY LEAVE THE STAGE

Surely someone out there has some better jokes than this lot? No one has won a T-shirt yet, and at this rate, nobody will.

Q Why did the biscuit cry?
A Because its mother was a wafer so long.
Peter Stewart,
Cleator Moor, Cumbria.
1/10

Q What do you get if you cross a bald detective with a camera?
A Kojak Instamatic.
Peter Stewart,
Cleator Moor, Cumbria.
2/10

Q What do Ken and Ryu order when they go to their local chippy?
A Hadoken chips.
Ben Boston, Bristol.
0/10

Get 5/10 or above and you win yourself a stupendous *Super Play* T-shirt.
Kindly Leave The Stage, *Super Play*, 30 Monmouth St, Bath BA1 2BW.

'I HATE NINTENDO'

Sounds harsh, and so it should. I'm sick to death of Nintendo's casual attitude towards the UK cart market – making us wait anywhere from six months to a year for a game and then boosting up the price, knowing that us mugs will pay because we've been drooling over the pics for what seems like an eternity.

I bought a SNES because I considered it to be at the forefront of gaming technology and the best value for my money. Oh boy, was I wrong. If I had wanted to be stuck at the back of the queue when all the best games were dished out I would have bought a Sega. But wait, I hear you cry, why don't I buy the games on import? Oh well of course, I like nothing better than spending my hard-earned cash on a game that's now had its price doubled or tripled even (the yen is strong against the pound don'tcha know). Not to mention the now obligatory adaptor purchase that accompanies every import title.

Now, how can we overcome these problems? I know, I've just had an amazing idea. Instead of software companies spending all their time, money and effort thinking up new ways to stop us buying their games on import, how about releasing their new games over there and here at the same time? No, far too radical. It probably takes up to a year to translate the games into English. Damn, if only some other countries spoke English as well. Oh, never mind.

I am now seriously considering selling my Nintendo, as I think it is disgraceful that a huge multi-million company like Nintendo can't give us the sort of service that we pay so dearly for. So long as the Nintendo seal quality appears on games, this is wholly their responsibility and I expect them to deal with it. This is 1993/94, none of what I have mentioned should be a problem – this is obviously a self-manufactured situation that Nintendo feels comfortable with.
Yours an ex-cart buyer,
Steve Lee, Leigh-on Sea, Essex.
Yeah. See the previous answer. Nintendo of Japan is in control, and they do take their time translating and modifying games for the US and UK market. Their sales don't suffer here, so they don't believe that they should do their conversion processes any faster.

In the future, things might change considerably, but that would only happen with enough pressure from Nintendo UK or NOA (Nintendo of America).

'TOO FAR AWAY'

For the last two years the FES has been held in London, but many people live too far away to attend.

Wouldn't it be better to hold it at the NEC, as Birmingham is central to most parts of Britain? And why merge the *GamesMaster* Show with the FES Show?
Thanks,
Steve Bagley, Redditch, Worcs.
The combined FES and *GM* Show is much better than either, and research shows that people would rather visit one show than two. And London, because it's got the best transport, communications and the highest population density.

'DOES IT WORK?'

Please say whether a game works on a UK SNES or not. Having read reviews of *Boxing Legends Of The Ring* and *Secret Of Mana*, I ordered them both from Zap. I got them two days later to find that *Boxing* crashes and that *SOM* just told me that it wasn't designed for my SNES. Pah!

I went and bought a new adaptor (having found that tiny mention of protection on US carts from the *Mario All Stars* question) and thankfully, *SOM* works fine now (apart from the title sequence), but *Boxing* still crashes exactly the same as it always did.

If either of the reviews had said they needed a new-style adaptor, I could have ordered one, hence saving myself a tenner and the heartache of writing to your otherwise spectacular magazine.

As for *Boxing* crashing all the time, I can only presume I'd have to buy a US SNES to get around this – I've tried it with every UK game I've got (even *Starwing*...) and it makes no difference. Any ideas?
Cheers!,
Dave Russell, Leicester.
If you're interested in getting an import cart, *always* ask in the shop whether it will work on your machine or not.

For example *Mega Man X* only lets you play the first level with a standard adaptor. We'll try and tell you things like this, but ALWAYS ask your importer.

DO WRITE!

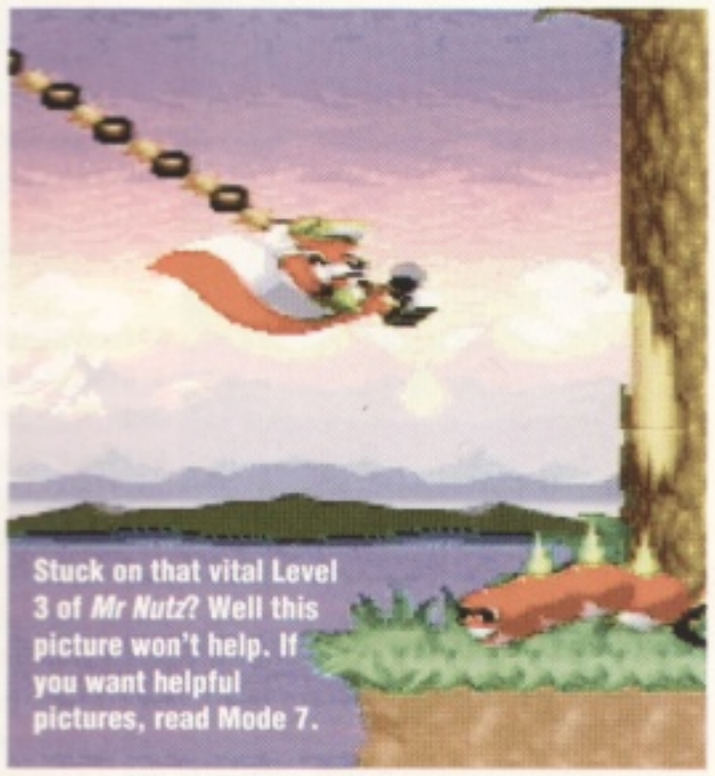
If you've got something to say and want to see your name in print, then what are you waiting for?

PLAY BACK, SUPER PLAY, 30 MONMOUTH STREET, BATH BA1 2BW.

Nintendo HOTLINE

(0703) 652222 (0703) 652222 (0703) 652222

Good gracious. Yet another gorgeous Hotline page is here. In this month's scintillating exposé we have a damn fine set of hints for *Mr Nutz*. The usual host of other bits of info is here too. But enough flagrant joy-giving; let's get on with the tips...


Stuck on that vital Level 3 of *Mr Nutz*? Well this picture won't help. If you want helpful pictures, read Mode 7.

MR NUTZ

Judging by the calls we're getting at the Hotline, *Mr Nutz* is causing much grief. It appears that a vast number of people are stuck on the Adventure Land Level 3.

The big problem is that they can't find all three switches to get the golden key. And worse still, they can't even find the switch to get the 1-up extra life. Time for some help to swing in on the chandeliers...

To start with, you should go over to the right and up the first tree. Then over to the tree to the right. Keep going up this tree to the top. Then go over to the left until you end up on a very small platform virtually above where you started the level.

Once you get here, have some faith and drop off to the left. You'll find a platform with a switch. It's the first of the three required to open the doors leading to the key.

Next, walk left over some pits and onto the tree you find there. Drop a couple of levels and then jump to the right. With a little luck, you'll find an invisible floor which appears as you walk. You should be right below where you were previously, if you see what we mean. Anyway, walk right until you find another switch. This allows you to get the totally chic 1-up that you'll see a bit later on.

Right. Now what you must do is head to the very top right-hand side of the level. Up here is where you can find the second of the switches you require. It's pretty easy to find, which is good news indeed.

Have you ever seen a set of collectibles like this? Oh. Sorry.

Finally, simply walk a little to the right and jump off. You'll fall and land virtually on top of the final switch. This will allow you access to the cavern to the left. And you've beaten the level. Ha! Those puny rat creatures cannot stop us ingenious gaming humans! (*Sorry. Got a bit carried away – Mike and Shaun.*)

Who are those two geezers at the top of the page? Mike and Shaun!

COMPETITION TIME

Way, way back in the mists of issue 15 we published a competition to win some goodies. Well, we've finally sorted it out and can name the two extremely fortunate winners. They are: (small log roll, please): Philip Mansfield from Canterbury and Fergus Maran from London.

Yes, and switching subjects like the truly butterfly-minded professionals we claim to be, just when you thought it was all over, Rik Mayall will be bouncing back onto your screens any day now. In fact, as this is the April issue, he probably has already. He'll be advertising all manner of Nintendo goodies, concentrating especially on *Zelda*.

To celebrate this almost biblical event, we couldn't resist setting another competition. The prizes this time are a Game Boy, *Zelda* and *Mario Land 2* each for two lucky winners. The idea is to set you up for the release of *Mario Land 3* you see.

The question you've got to answer to win the goodies is: How many *Zelda* and *Mario* games have been released on all Nintendo formats?

And, in case of a tie-break, explain in under 100 words why you disagree with Immanuel Kant's renowned 1790 assertion that aesthetic judgements, although universal, don't depend on any property (such as beauty or sublimity) of the object. (On second thoughts, don't bother.)

Send your answer to:
Something's Rotten In Denmark Competition, Mike and Shaun at the 'Line, PO Box 42, Eastleigh, Hampshire SO5 5XZ.

The deadline for the compo is 15 April 1994 and the judges decision is final.

The write thing

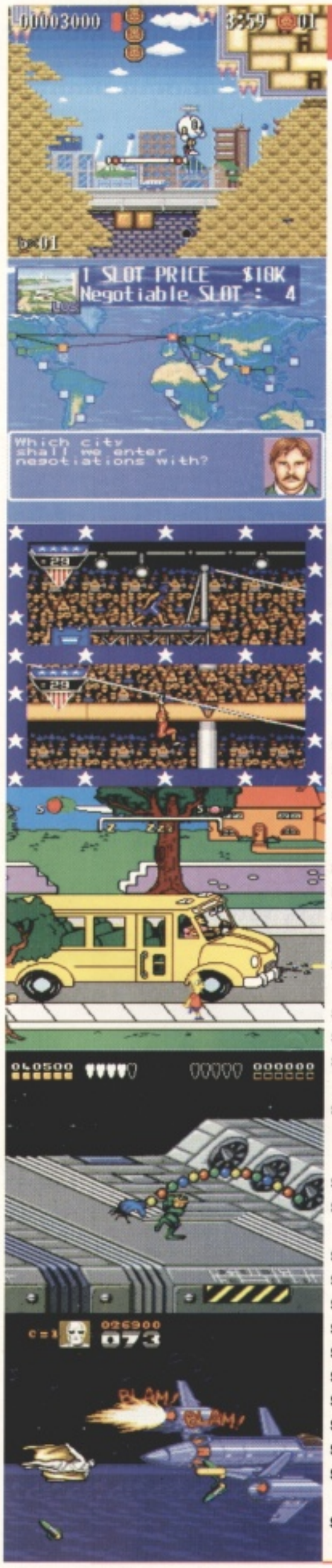
Yak! Yak!

Okay, we've got two things to say here. Firstly, keep the letters coming in. We really enjoy helping people out by sending them all the tips they ask for. So keep on sending and we'll keep on replying. The address is: Mike and Shaun, Nintendo Hotline, PO Box 42, Eastleigh, Hampshire SO5 5XZ.

Secondly, we're still looking for some of you to challenge us at any Super Nintendo game, and to come down to Nintendoland in Hampshire for a bit of a session. All expenses will be paid – it'll be the trip of a lifetime. Probably. Send in your high scores right away and *you* could be chosen!

This is Mike and Shaun – the boys from the 'line signing off! And remember, only three more days to Yak Shaving Day! (*Have they gone? Can we come out now? – the* Super Play *team.*)

WHAT CART?



KEY The guide to *Super Play*'s percentage scoring method.

90-100%	70-89%	0-69%
Why haven't you got all these? Go on – buy them!	Now these are worth considering, definitely.	Most of these are best left on the shelf, we reckon.

	NAME, PUBLISHER	%	BRIEF DESCRIPTION
SP2	ACROBAT MISSION (JAP) *Teichiku*	38%	Despicably feeble vertically scrolling blaster. Avoid.
SP9	ACTION PACHIO (JAP) *Coconuts Japan*	42%	Boring and slow *Sonic* lookalike.
SP2	ACTRAISER (JAP/US/UK) *Enix/Quintet*	90%	Great combination of strategy and platform action.
SP16	ACTRAISER 2 (JAP) *Enix*	69%	Flashy presentation, but a disappointing step backwards.
SP1	THE ADDAMS FAMILY (JAP/US/UK) *Ocean*	82%	Enjoyable mix of puzzle, adventure and shoot -'em-up.
SP7	THE ADDAMS FAMILY 2 (JAP/US/UK) *Ocean*	90%	Huge, gorgeous-looking and fun platformer.
SP7	AEROBIZ (US) *Koei*	69%	Well-presented but over-serious airport management sim.
SP13	AERO THE ACROBAT (UK) *Marubeni*	84%	Fun platformer with functional graphics and huge levels.
SP15	ALADDIN (UK) *Capcom*	81%	Great to look at and very involving, but it's over too quickly.
SP15	ALFRED CHICKEN (UK) *Mindscape*	83%	Packed levels and a great central character.
SP9	ALIEN³ (US/UK) *Acclaim*	84%	Big and accurate movie conversion with great cosmetics.
SP6	ALIENS VS PREDATOR (JAP) *IGS*	28%	Unoriginal beat-'em-up. Neat idea but dire gameplay.
SP3	AMAZING TENNIS (JAP/US) *Absolute Entertainment*	80%	Looks nice, but the graphics restrict your view of the action.
SP10	AMERICAN GLADIATORS (US) *Gametek*	16%	Very sad attempt at reproducing the tacky gameshow.
SP1	ANOTHER WORLD (UK) *Interplay*	81%	Superb graphics and varied action, but it's a bit short.
	ARCANA (JAP/US) *HAL*	65%	RPG which sounds good in principle but is dull in practice.
SP13	ARCUS ODYSSEY (US) *Renovation*	57%	Bodged RPG/shoot-'em-up with virtually no gameplay.
	AREA 88 (JAP) *Capcom*	91%	Exciting and brilliantly designed scrolling shooter.
SP15	ART OF FIGHTING (JAP) *Takara*	56%	Dull, unbalanced beat-'em-up with flat backgrounds.
SP5	ASSAULT SUITS VALKEN (JAP) *NCS Masiya*	91%	A brilliant, Japanesey shoot-'em-up with lovely graphics.
SP11	ASTERIX (UK) *Infogrames*	70%	An unoriginal but bright and cheerful platformer.
	ASTRAL BOUT (JAP) *A-Wave*	40%	Decent-looking wrestling game with dodgy gameplay.
	AUGUSTA MASTERS 3D GOLF (JAP) *T&E Soft*	79%	Graphically good golf game which plays okay.
SP2	AXELAY (JAP/US/UK) *Konami*	85%	Uninventive gameplay, but the graphics are gorgeous.
SP1	BART'S NIGHTMARE (JAP/US/UK) *Acclaim*	86%	Challenging, pretty and funny collection of sub-games.
SP7	BATMAN RETURNS (JAP/US/UK) *Konami*	87%	Straightforward but beautifully realised movie licence.
	BATTLEBLAZE (JAP/US) *Sammy Corp*	42%	Beat-'em-up which looks and sounds okay but plays awful.
SP3	BATTLE CLASH (US/UK) *Nintendo*	48%	Super Scope game with a fatal lack of variety.
	BATTLE GRAND PRIX (JAP/US) *Naxat*	56%	Cumbersome driving game with a useless overhead view.
SP16	BATTLETOADS DOUBLE DRAGON (US) *Tradewest*	37%	A simple and incredibly boring scrolling beat-'em-up.
SP11	BATTLETOADS IN BATTLEMANIACS (US) *Tradewest*	80%	A fun beat-'em-up with loads of moves and fab animation.
SP5	BEST OF THE BEST (JAP/US/UK) *Electro Brain*	50%	The kick-boxing action here will soon get tedious.
	BIG RUN (JAP) *Jaleco*	34%	Driving game with dire graphics and virtually no gameplay.
SP8	BIO METAL (JAP) *Athena*	71%	Unoriginal and marred by slow-down, but challenging.
	BIRDIE TRY (JAP) *Toho*	28%	Truly terrible golf game with an appalling Mode 7 course.
	BLAZEON (JAP/US) *Atlus*	42%	Crude and jerky horizontal scroller.
SP7	THE BLUES BROTHERS (JAP/US) *Titus*	68%	Fairly nice platform romp with a spurious film connection.
SP8	BOB (US/UK) *Electronic Arts*	54%	Awkward-to-control and average-looking platformer.
	BOMBUZAL (JAP/US) *Kemco*	48%	Well-designed puzzler with dull graphics and gameplay.
SP14	BOXING LEGENDS OF THE RING (UK) *Electro Brain*	87%	Fab boxing game with variety and knockout graphics.
SP4	BRASS BOSS (JAP) *Lazersoft*	56%	Decent graphics, but basically just another beat-'em-up.
SP16	BRETT HULL HOCKEY (UK) *Accolade*	78%	A competent, well-constructed and enjoyable game.
SP10	BUBSY (US) *Accolade*	77%	Pretty and playable, if unadventurous, platformer.
SP5	BULLS VS BLAZERS (JAP/US) *Electronic Arts*	83%	Good, solid and accurate basketball game.
SP4	CACOMA KNIGHT (JAP/US) *Datam*	36%	Tedious *Qix* copy with attractive graphics but little else.
SP7	CALIFORNIA GAMES II (JAP/US) *DTMC*	22%	Multi-event sport 'sim'. Stupid games and poor graphics.
SP7	CAL RIPKIN JR BASEBALL (US/UK) *Mindscape*	70%	Atmospheric but awkward to play and ultimately boring.
SP1	CAMELTRY (JAP) *Taito*	52%	Ball-in-maze-type puzzler which is too easy.
SP13	CAPTAIN AMERICA (UK) *Mindscape*	30%	Beat-'em-up with duff graphics and crap collision detection.
	CAPTAIN TSUBASU 3 (JAP) *Tecmo*	?%	Football management, Jap style. Impossible to judge.
SP5	CAVEMAN NINJA 2 (JAP) *Data East*	58%	*Joe And Mac* sequel. Fiddly gameplay and titchy sprites.
	CB WARS (JAP) *Banpresto*	?%	Anime-style scrolling beat-'em-up. Impossible to judge.

SUPER PLAY'S GAME LIBRARY

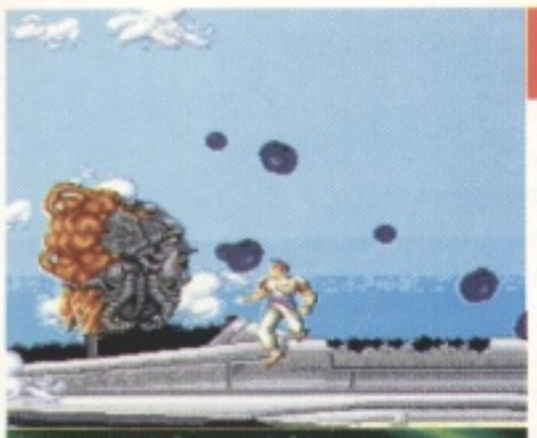
We've received hundreds, nay thousands, of letters this month asking us to reinstate the issue number where each game was reviewed, to make it easier for you to use What Cart? for reference. Well, because we always listen to you, and want to be as helpful as we can, we've done just that. Check out the beginning of each line.

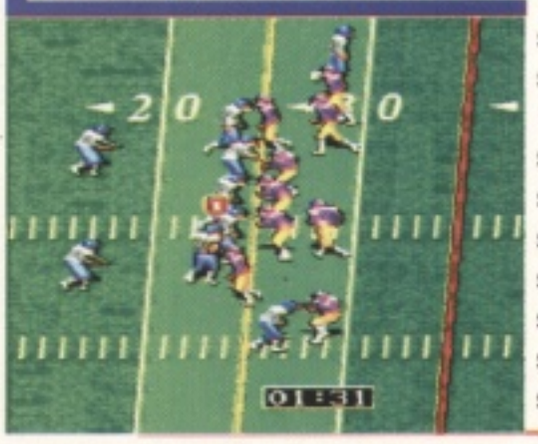
Don't forget it's now easy to pick out the 90%+ games too, with our new colour coding, as explained in the box on the previous page. You know it makes sense.

	NAME, PUBLISHER	%	BRIEF DESCRIPTION
SP13	CHAMPIONSHIP POOL (UK) *Mindscape*	78%	If you must play pool on the SNES, then go for this game.
SP7	CHESSMASTER (US/UK) *Mindscape*	55%	It plays chess, all right, but the interface is badly designed.
SP6	CHESTER CHEETAH (JAP/US) *Kaneko*	58%	Bright, colourful platform game which lacks challenge.
SP4	CHUCK ROCK (US/UK) *Sony Imagesoft*	61%	Imaginatively-designed platform game, but it's dull.
SP14	CLAY FIGHTER (UK) *Interplay*	85%	Lovely graphics which the gameplay can't quite match.
SP12	CLAYMATES (US/UK) *Interplay*	79%	Innovative and fun beat-'em-up, but it's too easy to finish.
SP16	CLIFFHANGER (UK) *Sony Imagesoft*	22%	A fourth-rate and wholly derivative game.
SP7	CLUE (US) *Parker Brothers*	46%	Unnecessary conversion of the *Cluedo* board game.
	COMBAT BASKETBALL (JAP/US) *Hudson Soft*	26%	Plodding Amiga-derived *Speedball* clone.
SP5	COMBATRIBES (JAP/US) *Technos*	57%	Dull platform blaster. No imaginative levels or weapons.
	CONTRA 3 (US)/CONTRA SPIRITS (JAP) *Konami*	90%	Superb platform blaster with excellent two-player action.
SP14	COOL SPOT (US) *Virgin*	82%	Looks snazzy, but the platforming fun is short-lived.
SP8	COOL WORLD (US/UK) *Ocean*	52%	Gorgeous film-based graphics, but where's the gameplay?
SP3	COSMO GANG (JAP) *Namco*	70%	Fun two-player shoot-'em-up, but infinite continues spoil it.
SP7	COSMO GANG: THE PUZZLE (JAP) *Namcot*	58%	Colourful *Tetris*-inspired puzzler that soon gets dull.
SP5	CYBERNATOR (US) *NCS Masiya*	91%	See *Assault Suits Valken*.
SP15	DAFFY DUCK (UK) *Sunsoft*	65%	Nice-looking and quite fun to play, but it's too derivative.
SP14	DARIUS FORCE (JAP) *Taito*	70%	Loads of baddies, but a curious lack of weapons.
	DARIUS TWIN (JAP/US) *Taito*	74%	Nice-looking shooter, but it lacks challenge and levels.
SP8	DEAD DANCE (JAP) *Jaleco*	78%	Beat-'em-up with lots of moves and well-balanced fighters.
SP4	DESERT STRIKE (JAP/US/UK) *Electronic Arts*	90%	Addictive overhead-view strategic shoot-'em-up.
SP8	DEVIL'S COURSE (JAP) *T&E Soft*	80%	The craziest golf game you're ever likely to see. Quite fun.
	D FORCE (JAP/US) *Asmik*	22%	Possibly the worst blaster on the SNES. Disgraceful.
SP1	DINOSAURS (JAP/US) *Irem*	83%	Too-easy platformer with fab graphics and lots of humour.
	DIRTY CHALLENGER (JAP) *Yutaka*	34%	Yet another dire wrestling game with unimpressive moves.
SP10	DORAEMON: WORLD OF FAIRIES (JAP) *Epoch*	56%	Cute-looking RPG with little gameplay under the surface.
SP15	DR FRANKEN (UK) *Elite*	58%	Unengaging, unoriginal platformer with sluggish gameplay.
SP10	DRACULA KID (JAP) *Naxat*	82%	An imaginative and very cute platform game.
	DRAGON BALL Z (JAP) *Bandai*	?%	RPG with some combat scenes. Impossible to judge.
SP8	DRAGON BALL Z (JAP) *Bandai*	73%	Original beat-'em-up with lots of moves and fab graphics.
SP17	DRAGON BALL Z 2 (JAP) *Bandai*	75%	All the appeal of the first game, but it doesn't last long.
	DRAGON QUEST V (JAP) *Enix*	?%	Sprawling RPG with primitive graphics.
SP1	DRAGON'S LAIR (US/UK) *Elite*	82%	Dreamy looks and great gameplay, but can be frustrating.
SP4	DRAKKHEN (JAP/US/UK) *Kemco*	64%	Boring RPG with okay graphics but awful combat system.
	DREAM PROBE (US) *Riot*	33%	Bland platform beat-'em-up with lots of Japanese text.
SP12	DUNGEON MASTER (US) *JVC*	88%	Inventive, packed with detail and great fun to play.
	EARTHLIGHT (JAP) *Hudson Soft*	?%	Space strategy game with Jap text. Impossible to judge.
	ELFARIA (JAP) *Hudson Soft*	?%	Great sprites, but lots of Jap text. Impossible to judge.
SP7	EVIL SWORD (JAP) *Datam Polystar*	55%	Colourful, bizarre and not very exciting slice-'em-up.
SP13	EVO: SEARCH FOR EDEN (US) *Enix*	47%	Evolution sim with graphics that could try harder.
SP2	EXHAUST HEAT (UK) *Ocean*	69%	A reasonably sound driving game.
SP18	EXHAUST HEAT II (JAP) *Seta*	83%	Fast, fun racing game with nice parallax but some judder.
	EXTRA INNINGS (US) *Sony Imagesoft*	64%	Baseball game with cute characters and slick action.
	F-1 EXHAUST HEAT (JAP/US/UK) *Ocean/Seta*	69%	3D racer with small cars and little warning of corners.
SP15	F1 POLE POSITION (UK) *Ubi Soft*	83%	Weird controls and average graphics, but great driving.
SP8	F1 GRAND PRIX PART II (JAP) *Video System*	52%	Viewed-from-above racer which is fun if you persevere.
SP3	FACEBALL 2000 (JAP/US) *Bullet-Proof Software*	54%	Slow, jerky and confusing 3D maze shoot-'em-up.
SP9	FAMILY DOG (US/UK) *THQ*	39%	Dull and frustrating platformer with unwieldy controls.
SP9	THE FANG OF EDO (JAP) *Micro World*	49%	This scrolling slash-'em-up looks okay but is boring.
SP4	FATAL FURY (JAP/US) *Takara*	76%	*SFII* copy which looks good and plays fine.
	FINAL FANTASY II (US) *Squaresoft*	86%	Graphically basic, but lovely music and an involved quest.
	FINAL FANTASY IV (JAP) *Squaresoft*	86%	See *Final Fantasy II*.
	FINAL FANTASY V (JAP) *Squaresoft*	?%	Popular RPG with Japanese text. Impossible to judge.
SP3	FINAL FANTASY: MYSTIC QUEST (US) *Squaresoft*	79%	Role-playing for beginners. Fun, involving and cheap.
SP1	FINAL FIGHT (JAP/US/UK) *Capcom*	86%	Brill graphics and lots of variety, but no two-player mode.
SP10	FINAL FIGHT 2 (JAP) *Capcom*	75%	As above, with a two-player mode, but no challenge.
	FINAL FIGHT GUY (JAP) *Capcom*	83%	Pointless *Final Fight* sequel with a new main character.
	FIRE DODGEBALL (JAP) *Gunsoft*	45%	Based on an imaginary sport, this is very basic.
SP11	FIRST SAMURAI (UK) *Kemco*	80%	Platform beat-'em-up with loads of playability.
SP15	FLASHBACK (UK) *Sony Imagesoft*	91%	A bit linear, but it's involving and the graphics are great.
SP6	FLYING HERO: BUGLE'S BIG ADV (JAP) *Sofel*	68%	Likeable blaster which doesn't really stand out.

	NAME, PUBLISHER	%	BRIEF DESCRIPTION
SP9	FORTRESS OF FURY (JAP) *Jaleco*	68%	Nice graphics but slow and unimaginative gameplay.
SP1	F-ZERO (JAP/US/UK) *Nintendo*	86%	Fast and smooth racing game with bland scenery.
SP2	GEORGE FOREMAN'S BOXING (US/UK) *Acclaim*	18%	Tedious, limited and almost static boxing game.
SP9	THE GHOST OF KITARO (JAP) *Bandai*	61%	Pretty, but odd scrolling, shoot-/beat-'em-up.
	GOAL (US) *Jaleco*	69%	Lots of detail, but the scrolling is too jerky.
SP6	GODS (US/UK) *Mindscape*	74%	Long-lasting platform shooter with added puzzles.
SP1	GOLDEN FIGHTER (JAP) *Culture Brain*	42%	Rubbish-looking, -playing and -sounding *SFII* rip-off.
SP13	GOOF TROOP (US) *Capcom*	69%	Puzzler starring Goofy which is fun for a while but too easy.
SP10	GP-1 (US) *Atlus*	62%	Motorbike racing game which is nothing like the real thing.
	GPX CYBER FORMULA (JAP/US) *Takara*	70%	Average but enjoyable top-view racer with an anime bias.
	GRADIUS III (JAP/US) *Konami*	82%	The fab sound and lush graphics are marred by slow-down.
	GUNDAM F-91 (JAP) *Bandai*	?%	Strategy-based blaster. Impossible to judge.
SP4	GUNFORCE (JAP/US) *Irem*	59%	Platform blaster which is mediocre in all departments.
SP6	HARLEY'S HUMUNGOUS ADVENTURE (US/UK) *EA*	69%	Fairly imaginative platformer with sub-standard graphics.
	HAT TRICK HERO (JAP/US) *Taito*	66%	Fast football sim which is only any fun in two-player mode.
SP9	HIT THE ICE (US) *Taito*	58%	Ice hockey game with added brawling. A bit shallow.
	HOLE-IN-ONE GOLF (JAP/US) *HAL*	68%	User-friendly and nice-looking, if not very realistic.
SP3	HOME ALONE (JAP/US/UK) *THQ*	36%	Movie cash-in with banal gameplay and hopeless graphics.
SP3	HOME ALONE 2 (US/UK) *THQ*	32%	Much the same as above, but, er, worse.
SP1	HOOK (US/JAP) *Sony Imagesoft*	72%	Gorgeous-looking licence which is too slow and too easy.
SP7	HUNT FOR RED OCTOBER (US) *Hi Tech Expressions*	25%	Extremely repetitive, waterlogged shooter.
SP4	HUMAN GRAND PRIX (JAP) *Human*	82%	Fast and realistic racer, although the control system's odd.
	HYPERZONE (JAP/US) *HAL*	30%	Tedious 3D space shoot-'em-up with a bit of Mode 7.
SP13	THE INCREDIBLE CRASH DUMMIES (UK) *Acclaim*	41%	Unimpressive presentation and repetitive gameplay.
SP6	IMPERIUM (JAP/US) *Vic Tokai*	40%	Sad, old-fashioned shoot-'em-up featuring robot suits.
SP10	INTERNATIONAL TENNIS TOUR (JAP) *Micro World*	69%	Plays a decent game of tennis, but other games are better.
SP3	THE IREM SKINS GAME (JAP/US/UK) *Irem*	83%	Golf game which looks nice but isn't particularly accurate.
	JACK NICKLAUS GOLF (US) *Tradewest*	62%	Ruined by slow scenery redraw and unfriendly controls.
SP5	JAKI CRUSH SUPER PINBALL (JAP) *Naxat*	74%	Pinball with a slow ball and a badly-designed table.
SP3	JAMES BOND JR (US/UK) *THQ*	29%	Platform blaster with poor graphics and crap gameplay.
SP11	JAMES POND'S CRAZY SPORTS (UK) *Storm*	53%	Good-looking collection of tedious 'sports'.
SP12	JAPANESE PRO WRESTLING (JAP) *Human*	78%	Four-player sim with a fair degree of realism.
SP7	JEOPARDY (US) *Gametek*	15%	Just as appalling as the original gameshow.
	JERRY BOY (JAP/US) *Sony Imagesoft*	54%	Well-designed main sprite but run-of-the-mill gameplay.
SP5	JIMMY CONNORS' TENNIS (US/UK) *Ubi Soft*	88%	Tennis with added four-player antics. Great fun.
SP1	JOE AND MAC (JAP/US/UK) *Data East/Elite*	72%	Colourful graphics but repetitive music and gameplay.
	JOHN MADDEN FOOTBALL (JAP/US) *Electronic Arts*	79%	Fast enough, but the graphics are flat and jerky.
SP4	JOHN MADDEN FOOTBALL '93 (JAP/US/UK) *EA*	83%	Cosmetic improvements make this a much better game.
SP13	JURASSIC PARK (UK) *Ocean*	89%	Huge film-based explore-'em-up with lots to do.
	KA-BLOOEY (US) *Kemco*	48%	See *Bombuzal*.
SP11	KAWASAKI CARIBBEAN CHALLENGE (US) *Gametek*	20%	Crap motorbike-racing game with abysmal graphics.
SP12	KEVIN KEEGAN'S PLAYER MANAGER (UK) *Anco*	59%	Find out how dull football management really is.
SP3	KICK OFF (JAP/UK) *Anco/Imagineer*	52%	Very flawed but reasonably playable with two people.
SP5	KIKIKAIKAI (JAP) *Natsume*	88%	Weird but enjoyable shoot-'em-up with superb graphics.
SP6	KING ARTHUR'S WORLD (US/UK) *Jaleco*	83%	Enjoyable mouse-based platformer with a medieval slant.
SP5	THE KING OF RALLY (JAP) *Meldac*	39%	Dull-looking 3D race-'em-up with a lack of opponents.
	KING OF THE MONSTERS (JAP/US) *Takara*	79%	Giant-sized beat-'em-up which is too dull to be fun.
SP17	KING OF THE MONSTERS 2 (JAP) *Takara*	74%	A silly combat game with only short-term entertainment.
	KITARO'S GHOST (JAP) *Bandai*	58%	Cute graphics, but the platform action is too hard.
	KOSHIYEN 2 (JAP) *KAC*	60%	Bog-standard baseball game with nice, Japanesey looks.
SP1	KRUSTY'S SUPER FUN HOUSE (US/UK) *Acclaim*	79%	Unusual blend of puzzling and platforms.
	KUNIO KEN (JAP) *Technos*	?%	Mix of beat-'em-up and adventure. Impossible to judge.
SP12	LAGOON (JAP/US/UK) *Kemco*	56%	Frustrating and rather dull role-player.
SP16	LAST ACTION HERO (UK) *Sony Imagesoft*	21%	A very poor scrolling beat-'em-up.
	LAST FIGHTER TWIN (JAP) *Banpresto*	59%	Side-on beat-'em-up with nice looks but limited gameplay.
SP13	LAMBORGHINI AMERICAN CHALLENGE (UK) *Titus*	73%	Neat racer with dull graphics and an odd difficulty curve.
SP15	THE LAWNMOWER MAN (UK) *Storm*	77%	Nice 3D sections mixed with some dull platform ones.
	LEGEND OF SUCCESS JOE (JAP) *KAC*	49%	Boxing game with basic graphics and not enough moves.
SP15	LEGEND OF MYSTICAL NINJA (JAP/US/UK) *Konami*	90%	RPG/platformer with fab graphics and a real challenge.
SP17	LEGEND OF MYSTICAL NINJA 2 (JAP) *Konami*	90%	A compelling and very entertaining sequel.
SP2	LEMMINGS (JAP/US/UK) *Sunsoft*	86%	One of the most ingenious and addictive games ever.
SP17	LETHAL ENFORCERS (UK) *Konami*	69%	An expensive but very playable shoot-'em-up.
SP6	LETHAL WEAPON (US/UK) *Ocean*	57%	Unadventurous platform shoot-'em-up.
SP8	THE LOST VIKINGS (US/UK) *Interplay*	84%	Well-designed mixture of strategy and platforms.
SP15	MACROSS (JAP) *Zamuse*	87%	Anime blaster with scrumptious looks and lots of variety.
SP16	MADDEN NFL '94 (JAP) *Electronic Arts*	85%	An American football game that's worth buying.
	MAGICAL GUY ADVENTURE (JAP) *Bandai*	62%	Entertaining platformer with cute sprites and backdrops.
SP7	MAGIC SWORD (JAP/US/UK) *Capcom*	58%	Dreadful slash-'em-up with appalling animation.
SP3	MAJOR TITLE (JAP/US/UK) *Irem*	83%	See *The Irem Skins Game*.
SP13	MARIO & WARIO (JAP) *Nintendo*	70%	This mouse-driven puzzler is absorbing but too easy.
SP11	MARIO IS MISSING (UK) *Mindscape*	70%	'Edutainment' game aimed at younger players.

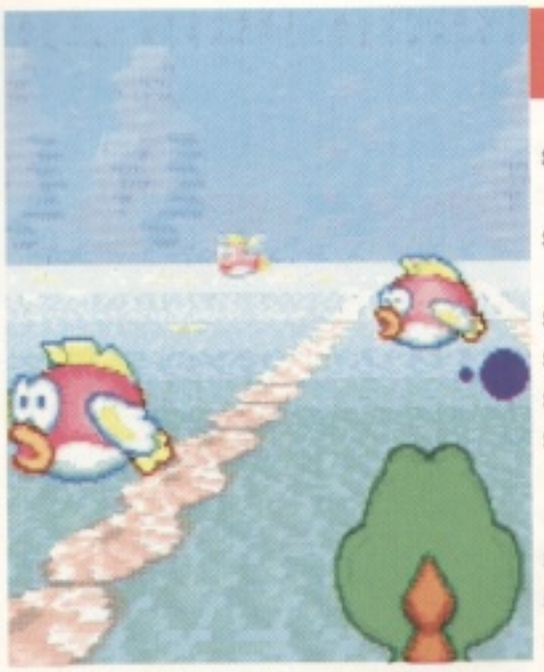
	NAME, PUBLISHER	%	BRIEF DESCRIPTION
SP6	MARIO PAINT (JAP/US/UK) *Nintendo*	55%	Limited, crude art package – with no print option!
SP17	MARIO'S TIME MACHINE (UK) *Mindscape*	60%	An edutainment title, but it's repetitive and tedious.
SP14	MECAROBOT GOLF (US) *Toho*	37%	Idiosyncratic and dull golf game featuring robots.
SP9	MECH WARRIOR (JAP/US) *Activision*	63%	Armour-plated platform blaster lacking imagination.
SP17	MEGA MAN X (JAP) *Capcom*	88%	An innovative platformer with some smart graphics.
	METAL JACKET (JAP) *Atlus*	20%	Stilted animation and inept gameplay. Rubbish.
SP3	MICKEY'S MAGICAL QUEST(JAP/US/UK) *Capcom*	89%	Polished platformer with fab looks but no challenge.
SP13	MIGHT & MAGIC II (UK) *Elite*	43%	Tedious RPG with little depth or gameplay.
SP7	MONOPOLY (JAP/US) *Parker Brothers*	40%	Why bother when the board game's cheaper?
SP11	MORTAL KOMBAT (UK) *Acclaim*	81%	No gore and fewer moves, but still a great game.
SP13	MR NUTZ (UK) *Ocean*	86%	Cute 'n' colourful graphics and slick programming.
	MUSYA (JAP/US) *Datam*	24%	Don't be fooled by the nice backdrops – this is crap.
SP9	NAMCOT OPEN (JAP) *Namco*	80%	Nice golf sim with fast and efficient graphics.
	NBA ALL-STAR CHALLENGE (JAP/US) *LJN*	59%	Nicely presented and realistic basketball sim.
SP17	NBA JAM (US) *Acclaim*	87%	Multitap-compatible and brilliant fun with it.
SP16	NBA SHOWDOWN (US) *Electronic Arts*	89%	Plays a fast and satisfyingly violent game of basketball.
SP14	NFL FOOTBALL (US) *Konami*	76%	Lots of special effects, but a limited amount of control.
SP4	NHLPA HOCKEY (US/UK) *Electronic Arts*	87%	Nice ice hockey sim, although the graphics are jerky.
SP8	NIGEL MANSELL F1 CHALLENGE (JAP) *Infocom*	85%	Good, fast, high-quality racing action.
	NOLAN RYAN'S BASEBALL (JAP/US) *Romstar*	73%	A slick sim with slightly tricky controls.
	NORTH STAR KEN V (JAP) *Toei*	?%	Crap-looking RPG. Impossible to judge.
SP4	NORTH STAR KEN 6 (JAP) *Toei*	42%	*SFII* clone with huge sprites but little action.
SP1	ON THE BALL (US) *Taito*	52%	See *Cameltry*.
SP9	OPERATION LOGIC BOMB (US) *Jaleco*	68%	See *Fortress Of Fury*.
	OTHELLO WORLD (JAP) *Tsukuda*	52%	Plays a faithful game of *Othello*, but why bother?
SP8	OUTLANDER (US/UK) *Mindscape*	28%	Useless blaster with a bit of driving thrown in.
SP12	OUT TO LUNCH (UK) *Mindscape*	84%	Big, cute, cleverly animated and challenging.
SP16	PALADIN'S QUEST (US) *Enix*	62%	Not a bad little RPG, but buy *Secret Of Mana* instead.
SP2	PAPER BOY 2 (US/UK) *Mindscape*	22%	Deliver newspapers and avoid the obstacles!
SP7	PEBBLE BEACH GOLF LINKS (JAP/US/UK) *T&E*	82%	Fun and extremely accurate sim for up to three players.
SP5	PGA TOUR GOLF (JAP/US/UK) *Electronic Arts*	60%	Slick presentation but below-par playability.
SP1	PHALANX (JAP/US) *Kemco*	70%	Unremarkable scrolling shooter with nice graphics.
SP1	PILOT WINGS (JAP/US/UK) *Nintendo*	92%	Looks good and is a test of hand-eye co-ordination.
SP17	PINK GOES TO HOLLYWOOD (US) *Tecmagik*	76%	An enjoyable, but flawed, platformer.
SP2	PIPEDREAM (JAP) *Bullet-Proof Software*	66%	Well turned-out puzzle which gets boring fast.
SP4	PITFIGHTER (US/UK) *THQ*	14%	Laughably bad beat-'em-up 'action'.
SP14	PLOK! (US) *Tradewest*	90%	Cute platformer which is fun enough to stand out.
SP5	POCKY & ROCKY (US) *Natsume*	88%	See *Kikikaikai*.
SP8	POP'N TWINBEE (JAP/US/UK) *Konami*	84%	Ultra-cute blaster with rather weak gameplay.
SP2	POPULOUS (JAP/US/UK) *Imagineer*	85%	Great god-game which may get boring after a while.
SP4	POWER ATHLETE (JAP) *Kaneco*	49%	This beat-'em-up contains nothing special.
SP9	POWERMONGER (UK) *Imagineer*	77%	You'll need a lot of patience for this adventure.
SP4	POWER MOVES (US) *Kaneco*	49%	See *Power Athlete*.
SP13	PRIME GOAL (JAP) *Namco*	75%	A great game of soccer, spoilt by its lack of speed.
SP5	PRINCE OF PERSIA (JAP/US/UK) *Konami*	89%	Tough, pretty and wonderful to play. A classic.
SP6	PRO BASEBALL LEAGUE '93 (JAP) *Sony*	77%	Cute characters, slick animation and some neat extras.
SP7	PRO QUARTERBACK (US) *Tradewest Sports*	62%	Nice Mode 7 graphics but very little else.
	PRO SOCCER (JAP) *Imagineer*	27%	Crude graphics and Graham Taylor-esque gameplay.
SP7	PSYCHO DREAM (JAP) *Riot*	33%	See *Dream Probe*.
SP3	PUSHOVER (US/UK) *Ocean*	78%	Basic domino-toppling puzzler. Short-term fun only.
SP3	Q*BERT 3 (JAP/US) *NTVIC*	67%	Nostalgia value alone isn't enough to make this fun.
SP3	RACE DRIVIN' (US/UK) *THQ*	35%	Badly programmed racer with nasty 3D graphics.
	RAIDEN DENSETSU (JAP) *Toei*	54%	This shooter is too slow to provide any excitement.
	RAIDEN TRAD (US) *Toei*	54%	See *Raiden Densetsu*.
SP2	RAMPART (US) *Electronic Arts*	79%	Primitive-looking but fun puzzler. Great with two.
	RANMA 1/2 (JAP) *NCS Masiya*	75%	Neat anime beat-'em-up with mismatched characters.
SP6	RANMA 1/2 PART TWO (JAP) *NCS Masiya*	73%	Good-looking characters, but it's far too easy.
SP14	REDLINE F1 RACER (US) *Absolute*	49%	Okay graphics, but almost impossible to play.
SP12	THE REN & STIMPY SHOW: 'VEEDIOTS' (UK) *THQ*	47%	Nice graphics, dull gameplay and odd gags.
SP2	RIVAL TURF (JAP/US/UK) *Jaleco*	58%	Simultaneous two-player action, but repetitive baddies.
SP4	ROAD RIOT 4WD (US/UK) *THQ*	20%	This split-screen racer is primitive in every respect.
SP4	ROAD RUNNER (JAP/US/UK) *Sunsoft*	42%	Faithful to the cartoon, but the gameplay is simplistic.
SP2	ROBOCOP 3 (US/UK) *Ocean*	50%	Far too difficult and often ridiculously unfair.
SP14	ROBOCOP VS TERMINATOR (UK) *Virgin*	27%	Apart from the graphics, this is shabby beyond belief.
	THE ROCKETEER (JAP/US) *IGS*	33%	Lovely graphics, but there's little audience participation.
SP12	ROCK 'N' ROLL RACING (UK) *Interplay*	88%	Very challenging and lots of fun to play.
SP12	ROCKY RODENT (JAP) *Irem*	50%	Dull game with no variety in graphics or gameplay.
	ROGER CLEMENS' MVP BASEBALL (US) *Acclaim*	73%	Great animation, but a few problems with the controls.
	ROMANCE OF THE 3 KINGDOMS II (JAP/US) *Koei*	55%	Complex but not very interesting strategy game.
	RPM RACING (JAP/US) *Interplay*	58%	Fun racer, although the scrolling's a bit rough.
SP16	R-TYPE III (JAP) *Irem*	83%	A polished shoot-'em-up with frantic action.





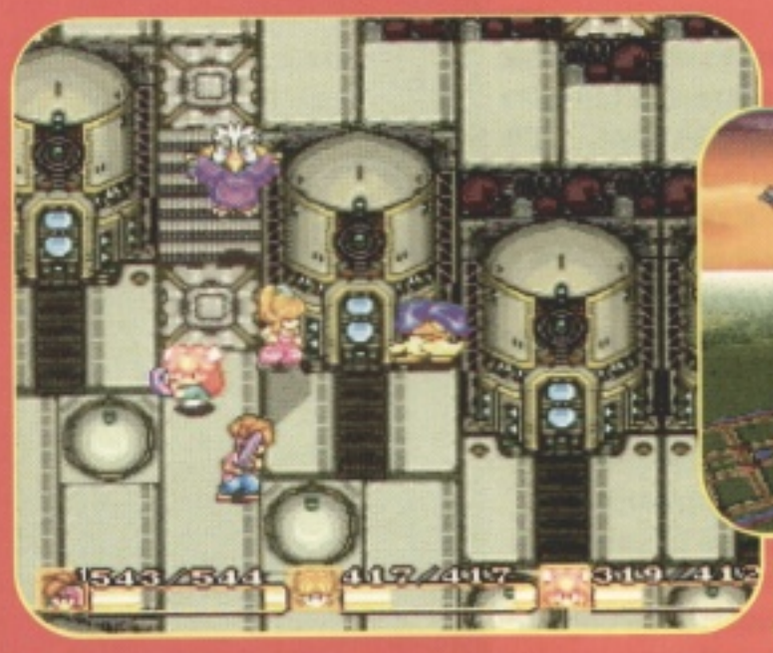
	NAME, PUBLISHER	%	BRIEF DESCRIPTION
SP10	RUN SABER (US) *Atlus*	59%	Pretty backdrops but not much in the way of gameplay.
SP5	RUSHING BEAT RUN (JAP) *Jaleco*	60%	Beat-'em-up which is nice to look at but boring to play.
	SD DODGEBALL (JAP) *Banpresto*	42%	The worst of the series of dodgeball games.
	SD GREAT BATTLE (JAP) *Banpresto*	38%	Crusty arcade adventure with tedious gameplay.
SP9	SD GREAT BATTLE III (JAP) *Banpresto*	63%	Cute characters and nice graphics, but lacks depth.
	SD GUNDAM (JAP) *Bandai*	?%	RPG with crap graphics and sound. Impossible to judge.
SP15	SECRET OF MANA (US) *Squaresoft*	94%	Enormous four-player RPG which looks stunning.
SP15	SENSIBLE SOCCER (UK) *Sony Imagesoft*	91%	Utterly realistic sim with great playability. The best.
SP10	SEPTENTRION (JAP) *Human*	90%	Atmospheric and playable disaster movie-type game.
SP14	THE 7TH SAGA (US) *Enix*	69%	A run-of-the-mill RPG with little to recommend it.
SP10	SHADOWRUN (UK) *Data East*	85%	Scrupulously designed adventure, packed with puzzles.
SP9	SHANGHAI 2 (JAP/US) *Activision*	58%	Very basic puzzler that can become addictive.
	SIM ANT (JAP) *Imagineer*	?%	Like *Sim City*, but with ants. Impossible to judge.
SP1	SIM CITY (JAP/US/UK) *Maxis/Nintendo*	84%	Build the city of your dreams in this absorbing classic.
SP9	SIM EARTH (JAP/US) *Imagineer*	34%	This has too much to do and eventually gets tedious.
SP4	SKÜLJAGGER (US) *American Softworks*	58%	Lacklustre pirate adventure that's too easy.
SP14	SKY BLAZER (UK) *Sony*	78%	A pretty platformer, but too lightweight.
SP8	SOLSTICE II: EQUINOX (US/UK) *Sony Imagesoft*	90%	Polished adventure with brill graphics and sound.
SP2	SONIC BLAST MAN (JAP/US) *Taito*	69%	Scrolling beat-'em-up with limited longevity.
SP2	SOUL BLAZER (JAP/US) *Enix*	89%	Slick and graphically gorgeous *Zelda*-type adventure.
SP17	SPACE ACE (UK) *Empire*	58%	Awful sprites, awful gameplay, awful game.
	SPACE FOOTBALL (JAP/US) *Triffix*	52%	Short-term thrills only in this strange footy sim.
	SPACE MEGAFORCE (US) *Toho/Compile*	87%	Technically wonderful and great-playing shoot-'em-up.
	SPANKY'S QUEST (JAP/US) *Natsume*	58%	Bizarre affair involving killing baddies with bubbles.
SP3	SPIDERMAN & THE X-MEN (US/UK) *Acclaim*	72%	Unattractive-looking platformer that won't last.
SP2	SPINDIZZY WORLDS (JAP/US/UK) *ASCII*	69%	Clever little arcade puzzler, but it's looking dated now.
SP7	STARFOX (JAP/US)/STARWING (UK) *Nintendo*	93%	Absolutely brilliant 3D shoot-'em-up. Get it!
SP1	STREET FIGHTER II (JAP/US/UK) *Capcom*	94%	Your SNES is wasted if you haven't got this!
SP11	STREET FIGHTER II TURBO (JAP/US/UK) *Capcom*	96%	A faster, better-looking version of the original.
SP3	STRIKE GUNNER (JAP/US/UK) *Activision*	65%	Average vertical blaster with boring backgrounds.
SP10	STRIKER (UK) *Elite*	89%	Easy-to-play footy sim that's also easy on the eyes.
SP9	SUMO SPIRITS (JAP) *Takara*	47%	Fairly realistic, but who cares? It's sumo.
SP12	SUNSET RIDERS (UK) *Konami*	87%	Enjoyable two-player blast, but can get repetitive.
SP2	SUPER ADV ISLAND (JAP/US/UK) *Hudson Soft*	75%	Attractive backgrounds but simplistic platform gameplay.
SP12	SUPER AIR DIVER (UK) *Sunsoft*	51%	Looks good, but the gameplay's too insubstantial.
SP3	SUPER ALESTE (JAP/US/UK) *Toho/Compile*	87%	See *Space Megaforce*.
SP12	SUPER BACK TO THE FUTURE 2 (JAP) *Toshiba/EMI*	61%	Good graphics and sound but awful controls.
	SUPER BASEBALL SIM 1000 (JAP/US) *Culture Brain*	49%	Good pitching and batting, but poor graphics.
	SUPER BASES LOADED (JAP/US) *Jaleco*	55%	Jerky graphics and limited gameplay.
	SUPER BASES LOADED II (JAP/US) *Jaleco*	63%	The same as above, but with, er, a II afterwards.
SP4	SUPER BASKETBALL (JAP/US/UK) *Nintendo/HAL*	84%	An accomplished and very playable game of basketball.
SP6	SUPER BATTER UP (US) *Namco*	53%	Uncontrollable baseball game with garish graphics.
	SUPER BATTLETANK (JAP/US/UK) *Absolute*	50%	Some good explosions, but generally boring.
SP7	SUPER BIKURI MAN (JAP) *Interbec*	18%	Ridiculously bad beat-'em-up which is far too easy.
	SUPER BIRDIE RUSH (JAP) *Data East*	76%	Cartoony golf game which could be more playable.
SP10	SUPER BLACK BASS (JAP) *Hot B*	42%	Fancy going fishing on your SNES? You're very sad.
SP9	SUPER BOMBERMAN (JAP/UK) *Hudson Soft*	92%	Brilliantly manic four-player maze game.
SP1	SUPER BOWLING (JAP/US) *Athena*	48%	Bowling's too boring to make a decent SNES game.
SP1	SUPER CASTLEVANIA IV (JAP/US/UK) *Konami*	91%	Huge, atmospheric platformer with great sound.
	SUPER CHINESE WORLD (JAP) *Culture Brain*	?%	Basic RPG. Impossible to judge.
SP9	SUPER CONFLICT (US) *Vic Tokai*	49%	Boring and outdated hex-based war game.
	SUPER CUP SOCCER (JAP) *Jaleco*	69%	See *Goal*.
SP3	SUPER DOUBLE DRAGON (JAP/US) *Technos*	68%	Large variety of moves but it looks crap and is too easy.
	SUPER DUNKSHOT (JAP/US) *HAL*	84%	Slightly confusing sim with fabulous 3D graphics.
SP9	SUPER DUNKSTAR (JAP) *Sammy*	55%	Basketball sim which plays okay but looks primitive.
SP15	SUPER EMPIRE STRIKES BACK (JAP/UK) *LucasArts*	71%	Disappointingly unoriginal sequel with lots of slow-down.
	SUPER EDF (JAP/US) *Jaleco*	68%	Pretty shoot-'em-up with some boring gameplay.
SP1	SUPER F1 CIRCUS (JAP) *Nichibutsu*	74%	Ordinary-looking racer which is fast and feels good.
	SUPER F1 CIRCUS (JAP) *Nichibutsu*	74%	Limited-edition version with real Grand Prix names.
SP13	SUPER F1 CIRCUS 2 (JAP) *Nichibutsu*	34%	The lack of other cars on the track makes this very dull.
	SUPER F1 GRAND PRIX (JAP) *Video System*	44%	Unexciting racer with no two-player mode.
SP8	SUPER F1 HERO (JAP) *Varie*	49%	Racer with appalling graphics and no sense of speed.
SP11	SUPER FAMILY TENNIS (JAP) *Namcot*	83%	Polished four-player sim with limited controls.
	SUPER FIRE PRO WRESTLING (JAP) *Human*	56%	Dull-looking and too tough, but okay with two players.
SP7	SUPER FIRE PRO WRESTLING 2 (JAP) *Human*	72%	Crap on your own, but get a Multitap and you're sorted.
SP11	SUPER FORMATION SOCCER II (JAP) *Human*	70%	The four-player version of *Super Soccer*.
SP2	SUPER GHOULS 'N' GHOSTS (JAP/US/UK) *Capcom*	85%	Brilliant graphics (with slow-down), but it's frustrating.
SP11	SUPER HIGH IMPACT (JAP/US) *Acclaim*	74%	Stripped-down US footy game which can be enjoyable.
SP8	SUPER JAMES POND (US/UK) *Ocean*	79%	Lots of levels to keep you playing, but it's too juddery.
SP11	SUPER MARIO ALL STARS (JAP/US/UK) *Nintendo*	96%	Four brilliant *Mario* games on one huge cart!
SP1	SUPER MARIO KART (JAP/US/UK) *Nintendo*	93%	Four-games-in-one racer with great two-player mode.

	NAME, PUBLISHER	%	BRIEF DESCRIPTION
SP2	SUPER MARIO WORLD (JAP/US/UK) *Nintendo*	94%	Repetitive backgrounds, but awesome challenge .
SP4	SUPER NBA BASKETBALL (JAP/US/UK) *Tecmo*	86%	Playable, accurate and comprehensive sim.
	SUPER NINJA (JAP) *Koei*	?%	RPG with ancient-looking graphics.
SP4	SUPER OFF ROAD (JAP/US/UK) *Tradewest*	63%	Limited overhead-view racer offering short-term fun.
SP14	SUPER OFF ROAD BAJA (US) *Tradewest*	69%	Fun for a while, but the lack of variety scuppers it.
SP1	SUPER PANG (JAP/US) *Capcom*	72%	Smart graphics, but really needs a two-player mode.
SP5	SUPER PARODIUS (JAP/UK) *Konami*	86%	Hilarious graphics make this a blast. Bit easy, though.
SP2	SUPER PLAY ACTION FOOTBALL (US) *Nintendo*	71%	Complex sim that is accurate rather than playable.
SP2	SUPER PROBOTECTOR (UK) *Konami*	90%	See *Contra 3*.
SP13	SUPER PUTTY (UK) *System 3*	84%	Funny, slick and very weird Amiga-derived platformer.
SP1	SUPER R-TYPE (JAP/US/UK) *Irem*	72%	Great-looking shooter which suffers from slow-down.
SP13	SUPER SLAP SHOT (US) *Virgin*	65%	Awkward-playing ice hockey sim with dodgy graphics.
SP1	SUPER SMASH TV (JAP/US/UK) *Acclaim*	84%	Frantic, ultra-violent blaster with hordes of baddies.
SP1	SUPER SOCCER (JAP/US/UK) *Human/Nintendo*	83%	Enjoyable but flawed sim with impressive graphics.
SP4	SUPER STAR WARS (JAP/US/UK) *JVC*	89%	Accurate, atmospheric and tough platform blaster.
SP8	SUPER STRIKE EAGLE (US/UK) *MicroProse*	61%	Disappointing flight sim with blocky graphics.
SP9	SUPER SUMO (JAP) *Namcot*	44%	Nice comedy graphics, but sumo is still dull.
SP6	SUPER SWIV (JAP/US/UK) *The Sales Curve*	82%	Slick two-player shooter. Good fun, if a little samey.
SP1	SUPER TENNIS (JAP/US/UK) *Tonkin House*	92%	Amazing range of shots and lots of tournaments too.
SP5	SUPER TETRIS 2 + BOMBLISS (JAP) *Bullet-Proof*	83%	A great conversion of the classic puzzler.
SP8	SUPER TOM & JERRY (US/UK) *High-Tech Expressions*	42%	Poor platformer with lots of slow-down.
SP10	SUPER TURRICAN (US/UK) *Seika*	80%	Fast, smooth shooter with some slick graphics.
	SUPER VALIS IV (JAP/US) *Telenet*	52%	Contrived, boring and linear platformer.
SP5	SUPER VOLLEY II (JAP) *Video System*	82%	Weird 2D volleyball sim with a wealth of moves.
	SUPER WAGAN ISLAND (JAP) *Namcot*	?%	Cute-looking, texty platformer. Impossible to judge.
SP12	SUPER WIDGET (US) *Atlus*	54%	Boring cartoon-derived platformer.
SP1	SUPER WWF (JAP/US/UK) *Acclaim*	74%	This would be fun if all the wrestlers weren't so similar.
SP5	SUZUKI AGURI F1 (JAP) *LOZC*	72%	Well-presented racer, but the corners appear too fast.
SP8	SYO THE SEAL (JAP) *Takara*	79%	A cute platformer, but it's sometimes a bit empty.
SP5	SYVALION (JAP/UK) *JVC*	46%	Maze-based scrolling shooter which lacks challenge.
SP9	TAZ-MANIA (US/UK) *THQ*	54%	Run along the road, and, er... That's about it, really.
SP7	TERMINATOR (US/UK) *Mindscape*	59%	Average, film-based blaster with dark graphics.
SP16	T2: THE ARCADE GAME (UK) *Acclaim*	71%	A smooth and addictive arcade game, but boring.
SP6	TEST DRIVE II: THE DUEL (US/UK) *Accolade*	58%	Racer which is difficult to control and not very exciting.
	THUNDER SPIRITS (JAP/US) *Toshiba EMI*	73%	Shoot-'em-up spoiled by slow-down.
SP14	TIME SLIP (UK) *Vic Tokai*	60%	Poorly executed platformer which is far too easy.
SP5	TINY TOONS (JAP/US/UK) *Konami*	89%	Lovable platformer with bags of variety and challenge.
	TKO BOXING (US) *Sofel*	38%	Well-presented sim with simplistic, boring gameplay.
SP3	TOP GEAR (JAP/US/UK) *Kemco*	76%	Lots of fast driving fun, but only with two players.
SP13	TOP GEAR 2 (UK) *Kemco*	74%	Nicely done, but offers nothing new.
SP14	TOTAL CARNAGE (UK) *THQ*	63%	*Smash TV* sequel which isn't as frantic as the original.
SP9	TOYS (US) *Absolute*	24%	Sad and boring film conversion with awful graphics.
SP11	TRODDLERS (UK) *Storm*	79%	Addictive puzzler with an unfriendly learning curve.
SP8	TUFF E NUFF (US) *Jaleco*	78%	See *Dead Dance*.
SP2	TURTLES IV: TURTLES IN TIME (JAP/US/UK) *Konami*	84%	Great-looking beat-'em-up which can get repetitive.
SP15	TURTLES: TOURNAMENT FIGHTERS (UK) *Konami*	90%	Great beat-'em-up with lots of fighters and locations.
SP8	2020 SUPER BASEBALL (JAP) *KAC*	85%	Fun two-player sim with the addition of robots.
	ULTIMATE FOOTBALL (JAP) *Sammy*	51%	Limited and technically unadventurous US footy sim.
	ULTRAMAN (JAP/US/UK) *Bandai*	35%	Ridiculous-looking beat-'em-up.
SP9	ULTRASEVEN (JAP) *Bandai*	45%	*Godzilla*-type beat-'em-up which is funny but tacky.
SP7	UNCHARTED WATERS (JAP/US) *Koei*	37%	Incredibly boring naval strategy game.
SP1	UN SQUADRON (US/UK) *Capcom*	91%	See *Area 88*.
SP8	USA ICE HOCKEY (JAP) *Jaleco*	60%	Looks nice, but the slow-down makes it unplayable.
SP7	USHIO AND TORA (JAP) *Yutaka*	35%	Poor scrolling cut-'em-up with only two moves.
SP14	UTOPIA (US) *Jaleco*	86%	Absorbing *Sim City*-type affair with lots of depth.
SP2	VANNA WHITE'S WHEEL OF FORTUNE (US) *Gametek*	19%	A *gameshow* conversion? Oh dear.
SP13	VIRTUAL SOCCER (UK) *Hudson Soft*	87%	An excellent game of footy, but can get frustrating.
SP4	VOLLEYBALL TWIN (JAP) *Tonkin House*	76%	Plays solidly, but slow scrolling makes it frustrating.
	WAIALAE COUNTRY CLUB (JAP/US) *T&E Soft*	82%	Accurately depicted golf sim based on a real course.
SP7	WARPSPEED (US/UK) *Accolade*	32%	Very dated and crudely presented space shooter.
SP9	WAYNE'S WORLD (UK) *THQ*	26%	Awful platformer. The joke isn't funny any more.
SP5	WING COMMANDER (US) *Mindscape*	60%	Average conversion of overrated 3D space shooter.
SP13	WING COMMANDER: SECRET MISSIONS (UK) *Mindscape*	64%	A few extra bits, but not enough to make it fab.
SP2	WINGS II (JAP/US)/BLAZING SKIES (UK) *Namco*	71%	Impressive-looking WWI flying sim/shoot-'em-up.
SP17	WOLFENSTEIN 3D (UK) *Imagineer*	78%	A blocky, 3D blaster that's actually quite fun.
SP6	WORDTRIS (US) *Spectrum Holobyte*	40%	*Tetris*, but with letters. Needs luck rather than skill.
SP6	WORLD CLASS RUGBY (JAP/UK) *Imagineer*	74%	*Kick Off* with odd-shaped balls and stop-go gameplay.
SP14	WORLD HEROES (US) *Sunsoft*	77%	Not bad with two players, but something's missing.
	WORLD LEAGUE BASKETBALL (UK) *HAL*	84%	See *Super Dunkshot*.
	WORLD LEAGUE SOCCER (US) *Imagineer*	27%	See *Pro Soccer*.
SP10	WWF ROYAL RUMBLE (UK) *LJN/Acclaim*	79%	Flawed in one-player mode, but great fun with a mate.



	NAME, PUBLISHER	%	BRIEF DESCRIPTION
SP14	WORLD SOCCER (UK) *Electro Brain*	29%	Confusing and shabby sim with a surfeit of Mode 7.
	XAK (JAP) *Sunsoft*	?%	Overhead-view RPG. Impossible to judge.
SP1	XANDRA'S BIG ADVENTURE (JAP) *Namcot*	85%	Tough platformer with versatile controls.
	XARDION (JAP/US) *Asmik*	26%	Platform shooter with crap graphics and sad gameplay.
SP6	X-ZONE (US) *Kemco*	55%	Another tedious Super Scope game.
SP11	YOSHI'S COOKIE (JAP) *Bullet-Proof Software*	76%	Fun *Tetris* clone with biccies instead of blocks.
SP12	YOSHI'S SAFARI (JAP) *Nintendo*	69%	At last, a decent Super Scope game. Bit easy, though.
SP16	YOUNG MERLIN (UK) *Virgin*	77%	A cute, colourful and enjoyable puzzle adventure.
	Y'S III (JAP/US) *Tonkin House*	72%	Fun RPG viewed from the side, but it's not very big.
	ZAN II (JAP) *Wolf Team*	?%	Incomprehensible strategy game. Impossible to judge.
SP2	ZELDA: LINK TO THE PAST (JAP/US/UK) *Nintendo*	93%	The definitive adventure game. Brilliantly designed.
SP12	ZOMBIES ATE MY NEIGHBORS (US/UK) *Konami*	89%	Innovative, funny shoot-'em-up with lots of monsters.
SP16	ZOOL (UK) *Gremlin*	65%	Nice graphics and stomping music, but average overall.

The SUPER PLAY CLASSIC Collection



Look at these graphics. *Secret of Mana* is a veritable Aladdin's cave of graphical gems and special sprites.

SECRET OF MANA

This is a very innovative and completely great game, and it's as polished as the Crown Jewels. You can also use the Multitap to play with three humans, all of whom run in three directions. The three-player game is great, but you'll have to be good friends.

The plot is as complex as you could ever wish. The Mana is a tree which is the source of energy for the world, or something. You play a small boy who is to become the Mana Knight. You must guide him through some of the toughest puzzles ever seen. On the way, he'll make friends, face nasty enemies and get serious grief from the traps and tricks he'll see.

The game is based very firmly on the old *Dungeons And Dragons* formula, with Hit points, Speed points and Experience points all there for the taking.

As you travel around the land, you are continually impressed by the variety and size of the game. Such places as the Sand Ship, the Road To Matango and the Sprite's Village are all waiting. And you'll meet the Moogles, the Pebblers, the Baby Dragon and hosts of others, not all of whom will be friendly.

Secret Of Mana is very atmospheric, with lovely graphics and a real sense of adventure. They say that it should take about 70 hours to beat. And what fun those hours will be!

SCORE 94%

Left: Link tangles with some nasties. Above: Link tangles with a large bridge. It's a tough life...

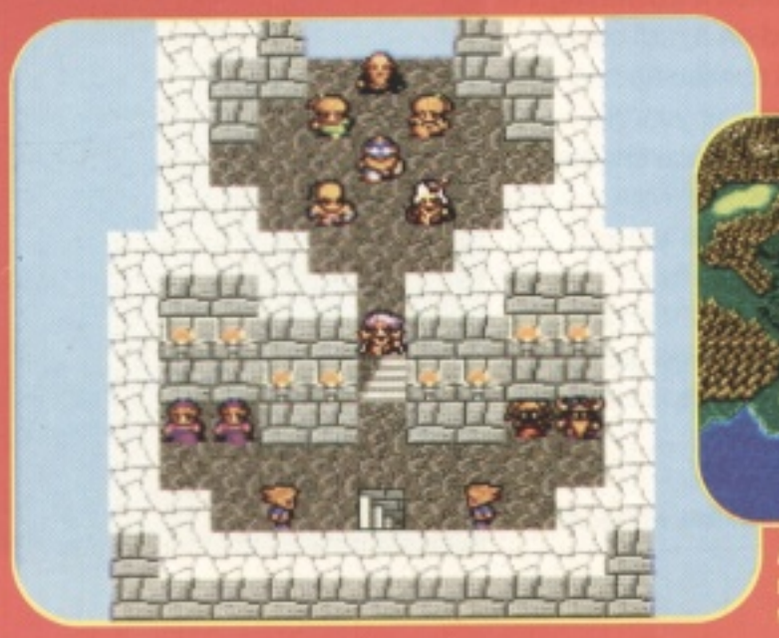
THE LEGEND OF ZELDA: A LINK TO THE PAST

This has got to be the best RPG on the SNES. At least, that's what many, many people will argue. But bearing in mind that it's up against *Secret Of Mana* for that coveted title, it's a pretty bold statement to make. Although it only received 93% at the time (way back in issue 2), it's most righteously regarded as a Super Nintendo classic of positively Biblical proportions.

The game is only 8 Mbits, which surprises everyone when you tell them. It's designed so well that you really can't see any flaws. This game is so good, that Robin Williams (aka Mrs Doubtfire) named his daughter, Zelda, after it. We just reckon it's lucky he wasn't playing *Plok!* at the time of her birth.

Zelda, the Princess, is kidnapped and it's down to you, Link, to go and rescue her. Sounds like a big mission? Well we've only just scratched the surface of the game. Once you've recovered Zelda, you get to go hunting pendants. On the way you get to use swords, bows, Pegasus boots and mirrors. This is also the first time the hook-shot has been seen on the Super Nintendo. We can't do it justice here, so go and buy it!

SCORE 93%



Above: The Whale Ship flying majestically over the landscape on its way to the moon. Probably.

FINAL FANTASY 2

An oldie, but a goody, this game was the fourth in the series from Japan (so it's called *Final Fantasy 4* over there), but it's the first to appear on the SNES. *Final Fantasy 2* was the first 'proper' traditional Japanese RPG. By that, we mean that there are loads of statistics for everything and the hit-point is king. The battles are all fought using spells and hit-points rather than action.

The hero's called Cecil (but you can rename him, thankfully. Tony called his hero Tony, for some reason). The graphics are fine, if uninspired, but the game's strength is its plot. It really feels 'right' as you play, and there are some marvellously bizarre bits of the plot; you can fly a giant robot or go to the moon in a whale (it's more of an airship, actually). Oh, and there's some lovely music in the game too.

Cecil is the hardest knight in a troop called the Red Barons or something. He's been using his knightly powers to thieve crystals for his lord; but he finally rebels and decides to go around the kingdom, nicking the crystals before the rest of the Red Baron fellows can get hold of them.

You also get to see the fabled Chocobo birds, which appear in all the *Final Fantasy* games.

It's a great game. Buy it. Immediately.

SCORE 86%

BACK ISSUES

ISSUE 1: SOLD OUT
Your complete guide to the SNES; *Super Mario Kart* reviewed; and a *Prince Of Persia* Super Player's guide.

ISSUE 2: SOLD OUT
Peter Molyneux's show report; a *Zelda III* guide; *Axelay* reviewed; and a baseball games special.

ISSUE 3: SOLD OUT
CD ROM and the future; *Mickey's Magical Quest* reviewed; and a guide to *Super Mario World*.

ISSUE 4
The adaptor test; *Human Grand Prix* reviewed; what is an FX chip?; and a guide to *Another World*.

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Game Genie vs Action Replay; *Assault Suits Valken* reviewed; and a *Desert Strike* guide.

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Starfox previewed; *Super SWIV* reviewed; a *Street Fighter II* guide and lots on the world of manga.

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Interview with Argonaut; *The Addams Family* and *Starfox* reviewed; and a fantasy game special.

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Pop'n Twinbee and *James Pond* reviewed; a player's guide to *Starfox*; and a driving game special.

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Loads on *SFII Turbo*; the *Super Bomberman* challenge; an *Addams Family* guide; and more!

ISSUE 10
Fixing your SNES; *Final Fight* and *Striker* reviewed; a report from the CES; and a *Mystical Ninja* guide.

ISSUE 11
Super Mario Collection, *SFII Turbo* and *Mortal Kombat* reviewed; a guide to *Final Fight 2*; and much more.

ISSUE 12
A fantasy game special; an interview with Nintendo Hotline; and part one of the *Mario Collection* guide.

ISSUE 13
A football special, *Jurassic Park*, *Top Gear* and *Lamborghini* reviewed; and third-party politics.

ISSUE 14
NIntendo's pricing policies; the horror of anime; *Sky Blazer*, *Clayfighter* and *Plok!* reviewed; and more!

ISSUE 15
What's in store for 1994, *Aladdin* reviewed and a *Jurassic Park* Super Player's Guide. Wow!

ISSUE 16
R-Type II and *NBA Showdown* reviewed; those Rik Mayall ads; and more SNES troubleshooting.

ISSUE 17
Mega Man X and *NBA Jam* reviewed, Nintendo rap; *Solstice II: Equinox* and *Shadowrun* Super Player's guides. Cor!

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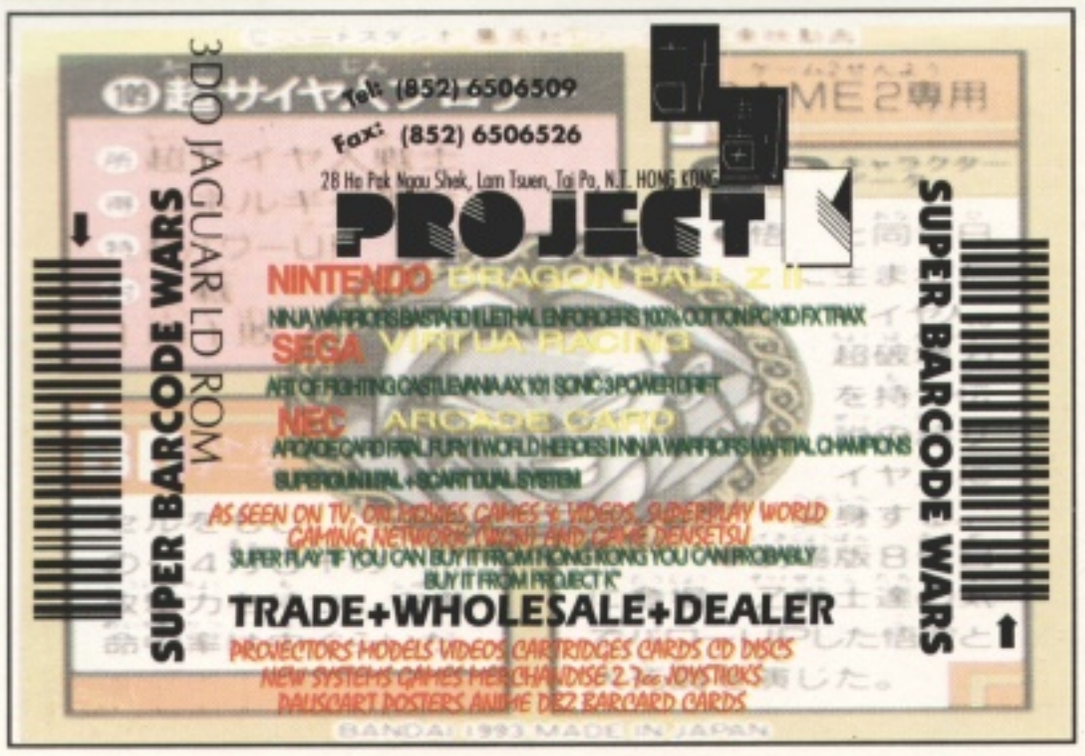

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● UK SNES games: *Aladdin* £30, *Cool Spot* £25, *Royal Rumble* £30. Tel: (0302) 531173.

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● An opportunity not to be missed. I am selling all my SNES games at insane prices. Too many to list. Tel: Deepak (081) 571 1947, after 6pm.

● *SFII Turbo* (US) £45 ono, *Zelda* (US) £35 ono, *Aladdin* (US) £35 ono, *F1 Exhaust Heat 2* (JAP) £35 ono, *Zombies* (UK) £35 ono, Pro adaptor £12. Call and make an offer. Tel: John (0382) 542507.

● For sale: *Super SWIV* for SNES (UK) around £30-£35, or will swap for *Mortal Kombat*. Tel: Ryan (0706) 821382, after 4pm.

● *Alien*³ (US), boxed with instructions, hardly used, £35 ono. Tel: Nathan (071) 381 9585, after 6pm.

● Cheap SNES games: *Super Smash TV* £23, *EVO: Search For Eden* £27, *Batman Returns* £27 and more. Tel: (0622) 752945, evenings.

● Will sell *Prince Of Persia* for £25 (US), or swap for *Super Star Wars* (US). If you have *Pop'n Twinbee* I will also swap. Tel: Frank (081) 392 9964.

● Game Boy games galore, £10 each, good ratings. Get 'em while they're hot. Tel: Matthew (0753) 682380.

● For sale: Arcade PC boards including: *Final Fight F100* and 20 others, from £40. Tel: Stuart (0255) 435588.

● Bargain games for sale: *Bubsy The Bobcat* (US), boxed, for sale for £35, or nearest offer. Tel: Luke (0202) 514386.

● *Starfox* (US), immaculate condition with brand new convertor, boxed with book. Convertor also boxed, £50. Tel: (0501) 731813.

● UK *Super Aleste* £20 and *Super Mario World* £20. Tel: (081) 755 2129, after 5.30pm.

● *Street Fighter II* (UK), bargain at £15. Tel: (071) 272 7504, evenings.

● Neo Geo games for sale or swap: *World Heroes 2*, *Baseball Stars 1*. Reasonably priced. Tel: (051) 734 2338.

● *SFII*, complete with instruction manual and bag. £20, was £55. Immaculate. Tel: (0442) 822217.

● For sale: *WWF1* and *Ultraman*, both UK, £25 for both, or will sell separately for a good price. Tel: (0604) 831487.

● *Star Wars*, *SFII*, *Tiny Toons*, *NHLPA Hockey '93*, all £30-£35. All UK games and in mint condition. Tel: (0565) 722435, after 2pm.

● *Sim City* (UK) £25, *Mickey's Magical Quest* (US) £25, *Desert Strike* (US) £25, *Dragon's Lair* (UK) £23. Tel: Dan (0296) 714442.

● For sale: *Super Probotector* £25, *Street Fighter II* £32.50, *Super R-Type* £22.50 (all UK), ono for all. Tel: (081) 883 6259.

● US SNES *UN Squadron*, *Mickey's Magical Quest*, *Zelda III*, *Bart's Nightmare*, *Castlevania IV*, *Super Tennis*, *Sim City*, £28 each. Tel: (0722) 339678, after 7pm.

● *Super Tennis* (US) £20, no instructions, *Pilot Wings* (UK) £25, *Final Fight* (US) £30, *WWF2* (US) £40, *Mario 4* (UK) £15 and joypad £10. Tel: Fes (0282) 457695, 6pm.

● Hey you! Don't miss out. I've got new and second-hand games for sale or swap. It's the fastest growing club around. Tel: (0742) 485339.
● For sale: *Bart's Nightmare* £25, *Rival Turf* (no box) £15, *Super Soccer* £20, *Super Probotector* £25 and *Mortal Kombat* £40 (very good condition). *Final Fight* £30. Tel: (0983) 740170.
● Rare mags: *CVG* (117-141), *Go!* (1-23), *Mean Machines* (2-24, except 4), *Super Action* (8-13), *Edge* (1) and *Mean Machines Sega* (1), no video. Swap all for a PAL Core F+Grafx or a Mega CD or SNES games (p&p must be paid). Tel: Raymond (0762) 347087.
● *Starwing* (UK), *SFII* (US), both £33, convertor £8, *SFII* and convertor £38, *Zelda* (UK) £24, *Super Soccer* (UK) £20, boxed as new. Tel: Nazam/Faisal (031) 228 6723 , 6pm-8pm, weekdays.
● *Actraiser 2* (US) £40, *Parodius* (JAP), *Gradius* (US), £25. All mint condition or will swap. Tel: (0706) 379179, after 6pm.
● For sale: *Super Tennis* (UK). Good condition, with box and instructions. Also *Starwing* with instructions (UK) £30. Tel: Krupal (061) 224 5922.
● US: *Starfox* £35, *Tiny Toons* £25, *NCAA* £20. UK: *Super Soccer* £15, *WWF* £10, *Pugsley's SH* £25, *Mario Kart* £25, *Axelay* £20. All in mint condition except *Super Soccer* and *WWF*. Tel: (0946) 841362.

WANTED

● Help! I desperately need issue 7 of *Street Fighter*, published by Malibu Comics. Please help. I will play a fair price. Tel: (0827) 59808.
● SNES games: *SFII Turbo*, *Aladdin*, *Mortal Kombat*, each £25. *Mario All Stars*, *Mario Kart*, *Super Star Wars*, *Starwing*, *Striker*, *Batman Returns*, each £21. Must be UK. Tel: (061) 336 8317.
● I want your *Final Fight*. I will pay up to £15-£20. Tel: (081) 946 6746.
● PC Engine stuff wanted. Five-player adaptor, joypads, *Bomberman*, *Motoroader I* or *II*, *Final Lap Twin*. Tel: Rik (0532) 503291.
● Neo Geo games wanted cheap. Tel: (0703) 780224.
● PC Engine (SCART) with games. Swap for three SNES games: *Starfox*, *Street Fighter II* and *Ghouls 'n' Ghosts* (all NTSC versions). Tel: (0858) 466217, after 6.30pm.
● Wanted: any *Ranma 1/2 Part Two* comics, anime models and soft toys. Good prices paid. Cheers. Tel: (0293) 510852.
● Wanted: *Axelay* (UK) £25, Action Replay (UK) £25, *Mario Kart* (UK) £25, *Royal Rumble* (UK) £35. Also wanted: *Super Play* 1 £5, and *Complete Guide To Consoles IV* £10. Tel: (041) 634 8287, after 7.30pm on Thursdays only.
● PC Engine games wanted: *Taito Bike Racing*, *SFII*, *Parodius*, *Salamander*, *PC Kid I* or *II*, *Alien Crush*, *Raiden*, *R-Type II*, *Gradius* and *Darius Plus*. Tel: (0532) 503291.
● Wanted: colour monitor with SCART connector. Horizontal and vertical hold adjust. Will pay up to £110, will pick up. Tel: (0625) 829410.
● Subtitled Jackie Chan films wanted. Will swap for *Vampire Hunter D* or *Odin* manga videos. Tel: (0234) 841858.
● Amiga 1200 and software wanted. Cash or PX UK SNES with four games and two pads, including *SFII Turbo* and convertor. Tel: (03224) 36693.
● Wanted: Sega Game Gear (without games), box not necessary. Will pay £40 max. East London area. Tel: (081) 555 3755.
● Any Japanese RPGs and adventure games wanted for SNES/Super Famicom. Tel: Matt (0582) 488581, after 6pm.
● I will pay reasonable prices for any anime/manga videos. If possible I'd like *Crying Freeman 1*, *2* or *3*, English or subtitled. Tel: (081) 993 4923.
● I want *Starfox* (US), not Starwing! Will pay £20-£25. Must be in good condition. Tel: Leon (0582) 664397.
● Wanted: *City Hunter* soundtrack on CD, must be in excellent condition. Willing to pay £10. Tel: (0986) 873456.
● *Street Fighter II Turbo*, *Mortal Kombat*, *Jurassic Park*, *Aladdin*, *Mario All Stars*, *Nigel Mansell*, *Bomberman*, *Zombies*. Pay £25 each. *Mario Kart* £20. Tel: (061) 336 8317.
● SNES games wanted, especially *Championship Pool*, *Bomberman*, *Augusta Masters 2*, *Pinball Dreams*, *Top Gear 2*, others considered. Also SNES games for sale or swap, including *PGA Golf*, *Super Soccer*. Tel: (0262) 671434, after 6pm.
● Up to £65 paid for each game including trade-ins and swaps for: *Super Empire Strikes Back*, *Actraiser 2*, *Alien³*, *Solstice II: Equinox*, *Mortal Kombat*, *Super Bomberman*, *Art Of Fighting*, *Sunset Riders*, *Kikikaikai*, *Tetris 2* and *Bombliss*. Tel: (031) 665 2070.

MESSAGES AND EVENTS

● Hi to Jessica Munro, Dionne Valle, Clair Munro, Tracy Batsford and Alex.
● For sale: *Super Play* issues 1-6, in good to excellent condition. £30 including p&p. Tel: Adam (0934) 713389.
● For sale: Issues 1 and 3 of *Super Play*. Both for £10. Tel: Emma (0504) 46695.
● Do you want a pen-pal into manga and anime? Or just want to swap anime? Tel: Martin (0742) 402027, after 6pm.
● Issue 1 of *Super Play* in mint condition for sale. Only £10 including p&p. Also wanted: anime and SNES game CDs, such as *Konami GM Hits Factory 1*. Will pay £5 for each. Tel: (0332) 677005.
● US/UK/JAP games bought, sold and swapped. Also sell my Game Boy, carry case, leads and 15 games for £180. Tel: Michael (010) 353 7255222 (UK) or (072) 55222 (Eire).
● Back issue mags: *Console XS* (1) £4, *Mega-Tech* (2, 9) £4, *GamesMaster* (3, 5) £3, *100% Game Boy* (11) £2, *Mega Action* (1, 2) £2, plus many more. Tel: (0226) 712055.

FANZINES

● I need to write for a fanzine! I'm an English student with over 10 years of video game playing experience. Please let me help you out. I'm in Birmingham. Tel: John (021) 779 2459.

SWAPS

● Boxed UK games with instructions for sale or swap, all brand new: *Total Carnage*, *NHLPA Hockey '93*, *Pilot Wings*, £25 each or swap for *Zombies*, *Probotector*, *F-Zero*, *Mortal Kombat*, *Pop'n Twinbee*, Action Replay cart or a Multitap. Also offers considered. Classic Amiga games going cheap too. Tel: John (0785) 840 359.
● Swap *Alien³* (UK), boxed as new for *Cybernator*, *Pop'n Twinbee* or *Batman Returns*. Bolton area. Tel: (0204) 845840.
● Swap my *Tiny Toons* (UK) and *Castlevania* (UK) for *SFII Turbo* (US). Boxed with instructions. Tel: (081) 556 2991, Saturday, 9am only.
● US SCART SNES, two control pads, also *Starfox*, *Empire Strikes Back*, *Aero The Acrobat* and *Axelay* for Neo Geo and games, or CDi. Tel: (0933) 226726.
● UK SNES, one pad, *Mario Kart* and *Mario World*. Swap for Famicom and PAL booster, one pad and game. Must collect. Tel: (071) 735 3291.
● I will swap *Starwing* (UK), no box, has instruction booklet, for *Star Wars* (UK) or *Nigel Mansell* (UK) SNES. Tel: (0694) 845582.
● I will swap *SFII* and £5 for *Mickey's Magical Quest*. Tel: (0252) 624316.
● Swap my PAL *Super Star Wars* and PAL *Super Soccer* (boxed with instructions, as new) for your *Pebble Beach*, *Jurassic Park*, *Alien³* or *Super Probotector* (any two). Tel: (0926) 334145.
● Swap my *Empire Strikes Back* (US), *Starwing* (UK) for *Cybernator*, *Alien³* (UK/US). Tel: James (0294) 58336.
● Swap new, unused, boxed Patriot pad for *Human GP*, *Nigel Mansell F1* or *Top Gear II*. Tel: (0472) 360658.
● I will swap my *Smash TV* and *R-Type* for *Sim City*. Two for one. Tel: (Dublin) 847 7246.
● I will swap *Cybernator* and *Kick Off* for *Mortal Kombat* and also *R-Type* and *NHLPA '93* for *Super Bomberman*. Tel: (071) 515 2383.
● I will swap *Mario 4* for *Striker*, *Rock 'n' Roll Racing* or *Alfred Chicken* (UK). Tel: (0273) 584970.
● Swap *King Arthur's World* (US), *Smash TV* (US), *Pilot Wings* (US), for *UN Squadron*, *Wing Commander*, *Zelda*, *Bomberman* or any good swaps. Tel: (0793) 813479.
● I've got *Bomberman*, *NHLPA '93*, *Mario Kart*, *Lemmings*, Action Replay – all UK, all fully boxed. If you've got *SFII Turbo*, *Mortal Kombat*, *Royal Rumble* or any decent game, then phone me now. Tel: Jamie (0352) 733895.
● Badly wanted, *Populous*, will swap for (US) *Out Of This World* (US), *Joe And Mac* (UK), *Lemmings* (UK) or *Dragon's Lair*. Tel: (0268) 772190.
● I have *Actraiser* and *Super Aleste* (both UK), I want *Mickey's Magical Quest* and/or any other good UK games. Tel: (0693) 66609.
● I will swap my *Starwing* for *WWF Royal Rumble*, *Clayfighter*, *Chessmaster* or *Jurassic Park*. Tel: (0236) 739778.
● I will swap *Mario World* or *Tennis* for any decent games, or will sell for £15 and £25. All games considered. Tel: Allan (0294) 832214.
● I will swap my *Street Fighter II* (US) for your *KK Player Manager* or *John Madden '93*. Will consider all others. Tel: (0376) 570155.
● Swap my *Total Carnage* for your *Super Putty*. My *Mario Is Missing* for your *Super Tetris 2*. I have lots of other games to swap. Tel: (0942) 515598.
● I will swap my *Zelda III* (UK) for *Rock 'n' Roll Racing* (UK). Tel: (0324) 554330.
● I have *Aladdin* and *Mr Nutz* and want your *Zelda III*, *Starwing*, *Sim City* or *Parodius*. All games UK only. Tel: Owen (0297) 22817.
● Will swap my UK SNES and any two of my following games: *Pang* (UK), *Ultraman* (UK), *Mystic Quest* (US), *Mickey* (US), *Sim City* (UK), plus two joypads for your SCART US SNES with or without games. Will swap or sell anime. Tel: Kenny (041) 639 3783.
● I will swap my *Sim City* (UK) for any other decent UK game. Tel: Rob (0753) 853724.
● Swap my UK SNES, 11 games, Multitap and convertor – worth £750 – for your Amiga 1200 with mouse, joystick, *Sensible Soccer* and five (at least) more games. Tel: Graeme (036) 085359.
● I will swap *Batman Returns* for any decent SNES games, or sell for £30. Game boxed, no rules. Tel: Sam (0245) 260528.
● (SNES). Swap my *Cybernator* (US) for your *Mario Kart*, *Starwing*, *Mortal Kombat* or any good games. Tel: (0279) 420424.
● I have *Flashback* and *Star Wars*, both UK, and will swap for *SFII Turbo*, *Sunset Riders*, *Top Gear 2* or *Rock 'n' Roll Racing*. Tel: (0297) 60451.
● Swap my *Super Probotector* or *Zelda III* (UK) for *UN Squadron*, *Cybernator*, *Flashback* or *Secret Of Mana*. Will accept £25 each. Tel: (081) 578 6941.
● Swap my *Rushing Beat Run* (JAP) for *Pocky & Rocky*, *Parodius*, or any good game. Tel: (0532) 732481.
● Hello, I will swap my *Super Ghouls 'n' Ghosts* for *Legend Of The Mystical Ninja* (US) or especially *Super Mario Kart* or *Super Bomberman* (must be UK). Tel: Tom (081) 898 7992.
● Will swap my boxed, unused SNES for Mega Drive with two games. Tel: (021) 308 2979.
● Swap *F-Zero* or *NHLPA '93* for *Tiny Toons*, *Brawl Bros* or *World League Baseball* (UK only). Tel: (0395) 578087.
● My *Starwing* (UK) for *Super Mario Kart* (UK) or *Super Star Wars* (UK) or *Clayfighter* (UK). Or *Starwing* plus Super SN Pro pad, swap for your *SFII Turbo*, may consider *SFII*. Tel: Paul (081) 806 8843, after 5pm.
● Will swap *Flashback* (UK), brand new, for *SFII Turbo*. Must be boxed with instructions. Tel: (0706) 818685.
● Swap US SNES, *SFII*, *Starfox*, Action Replay, Game Gear, TV tuner, battery pack, seven games plus Atari Lynx II and three games for a Neo Geo and game(s) (UK). All worth £600+. Tel: (0289) 213093.
● Swap Neo Geo games *Art Of Fighting* or *King Of The Monsters 2* for *Fatal Fury 2*. Tel: John Paul (081) 570 6140, after 4.30pm.
● Swap my *Super Star Wars* (US) for *Bomberman*, *Mortal Kombat*, *Shadowrun*, Scope and games, *Champ*, *Pool* or others. Also NES and GB games. Tel: James (0924) 848007.
● UK SNES £70. Six games including *SFII Turbo*, *Starwing* for Atari Falcon 030 with 2 meg RAM and hard-drive. Tel: Saty (081) 571 2734, 8.30pm.
● Swap SNES with three games, two controllers, including *Joe And Mac* and *Super Soccer* for an Amiga 500 or 600. London area preferred. Tel: (081) 314 0358.
● Swap *Super Bomberman* (UK) (*SP*15: 92%), for either (all must be UK versions) *Mortal Kombat*, *Jurassic Park*, *Out To Lunch* or *Zombies*. Tel: Steve (0483) 729163.
● Swap my *Starwing* (UK) for *Mario Kart*, *Super Star Wars* or *Clayfighter*. Must be PAL (UK). Also swap *Starwing* and SN Pro Pad for *SFII Turbo*. Tel: (081) 806 8843.
● Swap my *Super Tennis* (92%) for your *Magical Quest*, *Top Gear*, *Tiny Toons* or any game 85%+. Tel: Garry (0923) 897921.
● I will swap my NES with four good games for two SNES games or a Master System with four or more games. Tel: (Birmingham) 421 6570.
● Swap *Super Mario Kart* for any decent game, or sell for £25. Will also buy cheap SNES or Mega Drive games. Tel: (081) 367 1183.
● Swap my UK *Zelda III* and *Starwing* for your *Mario Kart*, *Lost Vikings* or *Legend Of The Mystical Ninja*. Tel: (0823) 442654.
● I will swap my *Turtles IV: Turtles In Time* and my *Super Tennis* (both UK) for your *Tecmo Super NBA Basketball* (UK or US only). Tel: (051) 228 4485.
● *Turtles In Time* (PAL), swap for *Super Tennis*, *Pebble Beach*, *Jimmy Connors*, *World Class Rugby* or *Super Soccer* (must be PAL). Tel: Kyle (0748) 850078.
● I will swap my *Starwing* (UK), *Super Soccer* (UK), *Super Tennis* (UK), or *Sim City* (UK), for your *Mario Paint* (UK). All my games are boxed. Tel: Tim (021) 707 6702.
● I have *Zelda III* and *Super Soccer* (both UK) and I want *Iron Skins* (US/UK), *Tecmo NBA* (US/UK), *Mystical Ninja* (US), *Soul Blazer* (US) or any decent UK or US American football games. Tel: (0493) 855565, after 4pm.
● Swap *Contra 3*, *Pilot Wings*, *Bomberman* or *Utopia* for *Human GP*, *Nigel Mansell F1*, *Top Gear II*, *Sensible Soccer* or *Secret Of Mana*. All my carts are US. Tel: (0472) 360658.
● Swap *Jaki Crush* (JAP), *Castlevania IV* (UK), *Probotector* (UK), *Dragon's Lair* (UK), *Adventure Island* (UK) for *Desert Strike* (US/UK), *Pop'n Twinbee* (US/UK), *Mortal Kombat* (JAP/US/UK), *Super Soccer/Tennis* (US/UK) and *F-Zero* (UK). Tel: (0274) 592755.
● SNES *Mortal Kombat* (UK) (boxed with instructions) to swap for *Cool Spot*, *Royal Rumble* or *Rock 'n' Roll Racing* (UK versions). Or *MK* and £30 for any two (out of the three). Or I will sell it for £95. Games to swap must have instructions (preferably with box). Tel: (081) 579 6836.
● Swap my mint *Flashback* for *Mario Kart* and *Castlevania*, or *Mario Kart* and *Zelda III*, or *Mario Kart* and *Starwing*, or *Mario Kart* and *Sim City*. Must be able to collect, if not in area. All must be UK. Tel: (0789) 262136.
● Swap my *Pugsley's Scavenger Hunt* (US) or *Pocky And Rocky* (*Kikikaikai*) (US) for *Space Megaforce* (US), *Soul Blazer* (US) or *Zombies* (US). All must be boxed with instructions. Tel: John (0625) 573043.
● I'll swap my *Super Mario World*, *Starwing* and/or *Sim City* (all in very good condition UK) for *Batman Returns*, *Human GP* or other good Super Nintendo games (UK/US). Tel: Oli (0442) 832914, after 5pm.
● Swap *Tiny Toons* (UK) and/or *SMB4* (UK) for *Batman Returns* and/or *Total Carnage*. Tel: Alex (081) 863 1892.
● *Secret Of Mana* to swap for *Dungeon Master*, *Rock 'n' Roll Racing*, *Sensible Soccer* or *Zombies*. Or sell for £35. Also Apollo joystick £25. Tel: (071) 259 2164.
● Swap *Zelda III*, *Super Soccer*, *Another World* and *Super Tennis* for *Sensible Soccer*, *Striker*, *Jurassic Park* and *Super Bomberman*. Must be UK. Tel: (0234) 268803.

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T STEW

Neko's been subscribing for one month now and he loves it. He gets his issue promptly, and he's saving money too.

Yes, life is pretty good for Neko at the moment. He's got not a care in the world, and it's coming up to Easter, when he fully expects to get a load of chocolate.

But we had other plans. Neko, you see, let us down. In return for giving him a subscription, we asked him to tell his mates to take out subscriptions too. He did this, but the fool forgot to tell them how much money they could save if they use direct debit. Five pounds! It's easy to remember. Five whole pounds is what subscribers using direct debit save.

We couldn't let Neko go unpunished. He let us down badly, you see. So we've played a little trick on him. We told him to get into his Easter bunny outfit, and we pretended that there was an Easter egg in the bottom of that big cooking pot.

So in climbed Neko and we stuck the burning match into the kindling. We reckon it'll take an hour before our stew is ready. But if you fill in the direct debit form now, we'll let him go, and we'll have a pizza instead. It's up to you.

What? You want to be convinced further? Well listen to this; *Super Play* is Britain's best-selling SNES mag, and it sells out in some newsagents. If you subscribe, you'll never, ever miss a copy. And you won't have to trudge down to the shops in the freezing rain, splashed by cars, utterly miserable and with earache from the howling, cutting wind.

So we love our subscribers, and we look after them. But if you're still teetering on the edge of whether to go for it, let Neko have the last word:

'It's getting very warm in here!'

Super Play Subscribing is the best option.

NEXT MONTH IN SUPER PLAY

SUPER PLAY

ISSUE 19

will sonic-boom itself onto the shelves of the nation on

Thursday, 3 MARCH

Make sure you get it. Oh, and if you're already a subscriber, the special letter you get exclusively will be pretty good too.

REPORT FROM JAPAN

Yes, it's true. After much negotiation with the Japanese Government, we've managed to get a reporter into the land of the rising SNES. He'll be visiting Nintendo's HQ, as well as investigating as many of the massive games companies as his legs will carry him to.

We can see you don't believe one word of this. Hey, you probably think it's an April Fool or something. But I can assure you it's true and we will be carrying a feature. You see if we don't.

Adaptor heaven

Even as we speak, adaptors are swarming out of holes just above the waterline on the Dorset coast. Each month sees more of these creatures, and we held off doing an adaptor round-up last month because we knew that another one was just about to be released and we were determined to include it.

But fear not, we'll be armed with our shrimping net and our Robertson's jam-jar in issue 19. And guess who'll reap the benefits? Yes, you will. Without having to dry off before getting into the car, as well.

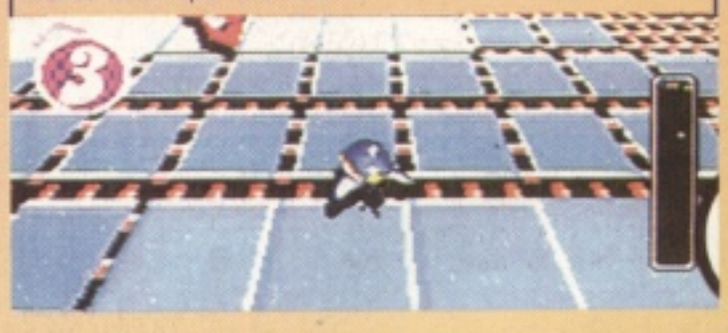
REVIEWS

Summer is fast approaching and the games manufacturers are (slowly) gearing up for the long holiday, when everyone avoids the pouring rain and stays indoors to try out the latest crop of SNES releases. So what can we expect to see?

● **SUPER TROLL ISLAND** Useless fact no 1: Not many people know that the England rugby squad each have a key-ring troll with the correct player number on its back. These were kindly donated by the UK marketing director of Russ™, apparently.

● **WORLD CUP STRIKER** In 1962, many of the World Federation of Footballers (later to become FIFA) boycotted the World Cup to protest about pay and whether amateur or professional status should be granted. Hence the common footballing term, 'striker'.

● **ASTRO GO! GO!** Everybody who goes into space for more than a week actually grows in zero gravity by 1 to 2 inches, apparently. Mikhail Vòrotnikov, the Mir astronaut who was in space for over a year, was 2.2 inches taller upon his return.



● **STUNT RACE FX** The first stunt driver ever was called Worrell Stirling from California. He started in 1902 and destroyed over 6,000 cars in a 70-year career. Incidentally, his name is almost the same as the fabled Bristol Rovers midfield player, Worrell Sterling.

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THE SUPER QUIZ ANSWERS

A cultural pot-pourri, this month. We've dipped our fingers into a diverse variety of knowledge-laden pies, and pulled out a distinctly SNES-flavoured plum.

EASY

1) Maleena and Kitana.
2) 12.
3) Takahashi Rumiko.

MEDIUM

1) Master Higgins. And it's the same in *Super Adventure Island II*, too.
2) *Ganbare Goemon.*
3) Justifiers.

HARD

1) The Final Fantasy OAV.
2) Cyber Woo, we reckon. Definitely.
3) Herbert Lom *and* Peter Sellers. Two connections there, in fact.

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NEW

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Action Replay has always allowed you to input not only the thousands of cheats found in the cheatbook supplied or from the huge number of cheats published in magazines each month - but the feature that has always put Action Replay ahead of any other cheat system is its unique game trainer (cheatfinder) feature. Now the game trainer is even better with improved game cracking routines plus new menu systems which make cracking open your games now even easier.

NEW

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Only with Action Replay can you use the same cheat on UK, US, and Japanese versions of most games. So if you see a cheat in the Manual or a Magazine you can use it with even an imported version of that game. No other cheat system can do this!

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